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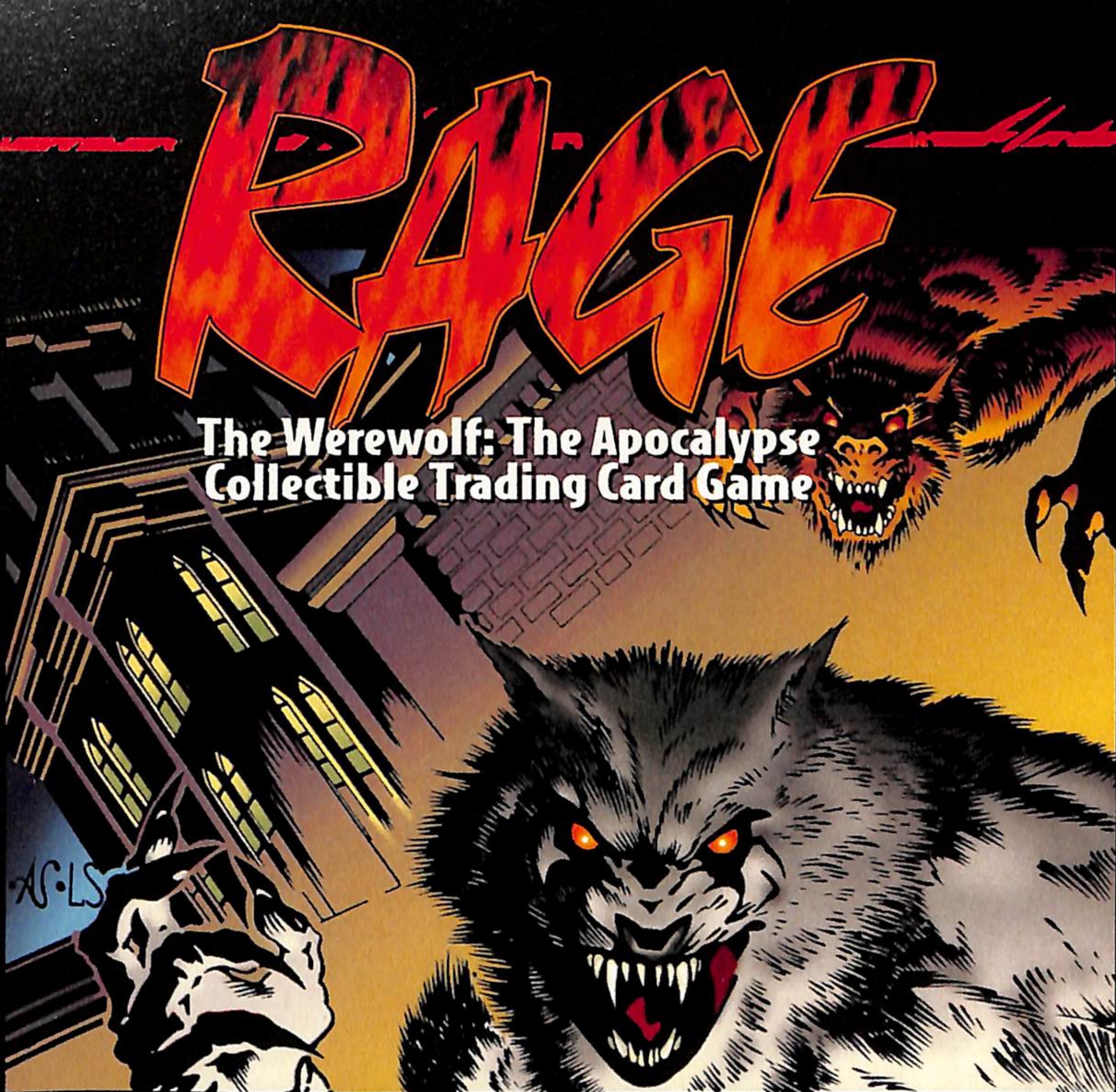


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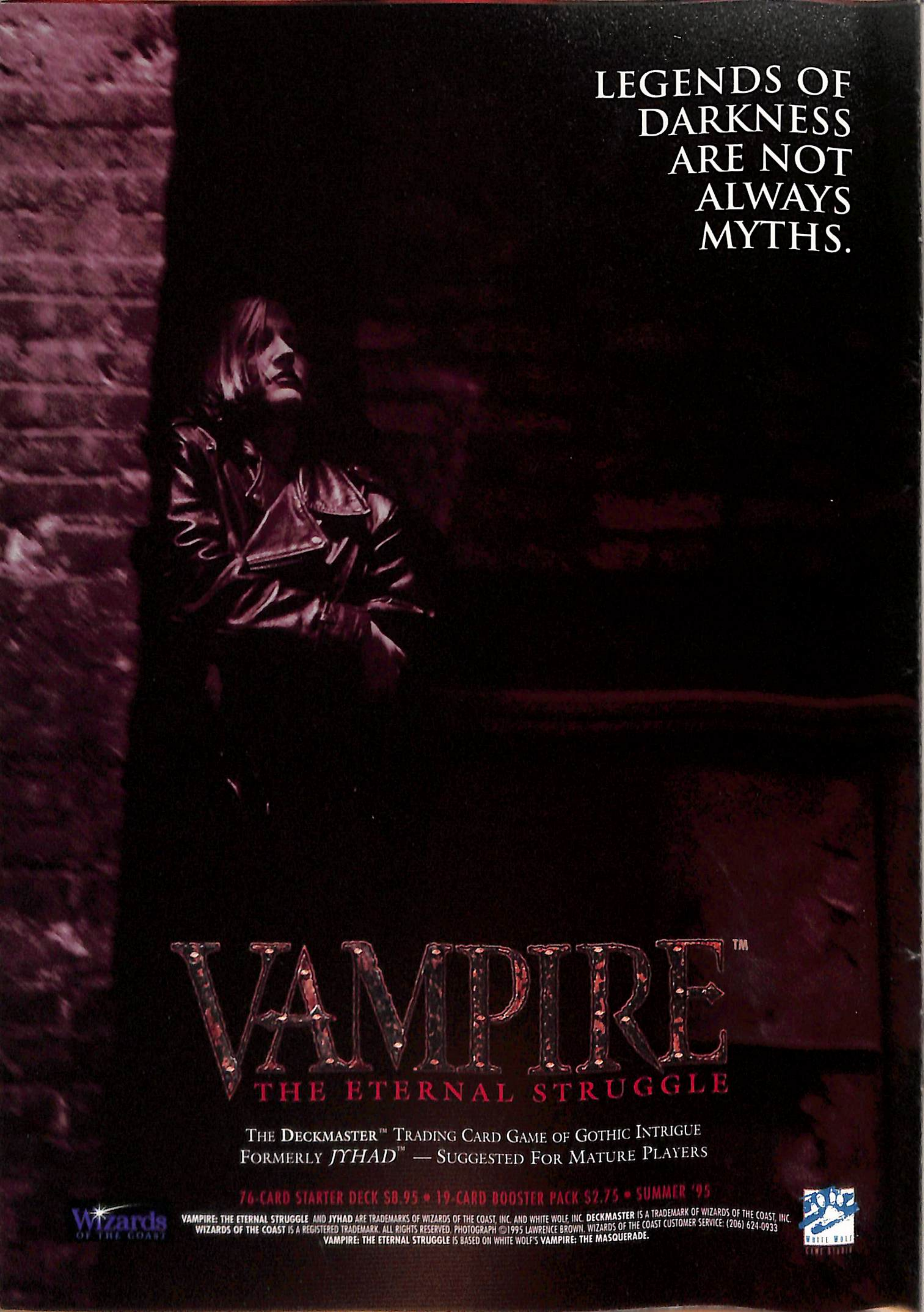


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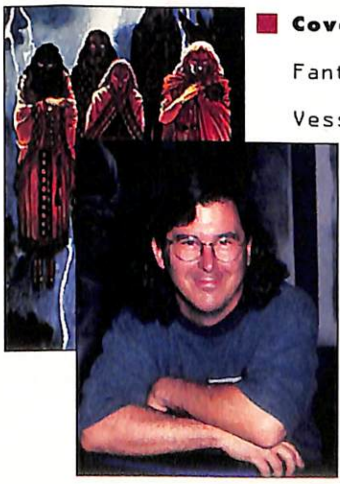


HEY, IF YOU HAD A HEAD LIKE A MOUNTAIN RANGE YOU'D BE PISSED OFF TOO!

The Fourth Edition is here! Turn to page 48 for the complete list of what's in and



Can this pickled hand be the key to illicit bliss? Probably not, but check out the secrets of the wizards, starting on page



Cover Artist

Fantasy illustrator Charles Vess delivers this month's floating wizards cover. Best known for his covers for DC Comics' Vertigo imprint, Vess' current artwork can be seen gracing the fronts of Armada's *Ice Age* comics.



EDITOR'S LETTER

Road Trip!!!

Your friends from *InQuest* will be on the road this summer. Why would we forsake the Hudson Valley's pleasant confines this summer, leaving friends and loved ones behind? Why would we risk our lives and precious baggage on the vagaries of airline transport during the oh-so-crowded summer months? Why would we spend our nights in hotels that refer to artificially colored water as shampoo? Why?

Because we want people to like our magazines, and if we can just impress you with the hardships we're willing to endure to make a personal connection with you, our reader, perhaps then—and only then—will we be able to return to our loved ones in the beautiful Hudson Valley.

You're moved, you say? You want to meet us and tell us how to make *InQuest* a better magazine? You want to stomp Pat and Mike S. (aka Mr. Balance) and their girlie "Killer Decks"? You want to stop at our booth and Feed the Atog? You want to give us a Mox to get your name in this column? You want to introduce Matthew to your girlfriend's gorgeous, wealthy, older sister? Well, here's where to go:

DragonCon, July 13-16, Atlanta. Call (404) 925-0115 for info. We'll be hanging at the Hilton, listening to blues in the Underground, and playing *Magic* till the wee hours. Publisher Gareb Shamus, Executive V.P. Fred Pierce, Mike Searle, Matthew Milliken, and I will be there, as well as *Wizard: The Guide to Comics* Editor Brian Cunningham. DragonCon is the official home of the Wizard Fan Awards beginning in 1996, and has the best evening convention activities on the planet. They're hosting seven different kinds of *Magic* tournaments, as well as tourneys for *Blood Wars*, *Rage*, *Illuminati*, *Galactic Empires*, *Doomtrooper*, *SimCity*, *Jyhad*, *Dixie*, *Wyvern*, *Spellfire*, and *Star Trek*.

Pack lots of black clothing and join our friends and fellow conventiongoers Dave Dorman, Lurene Haines, Phil Foglio, Jeff Grubb, Mark Rein•Hagen, R.A. Salvatore, Brinke *(sigh)* Stevens, John Byrne, Jae Lee, Allison White, and Pat & Ed.

Gen Con, August 10-13, Milwaukee. Fax your name and address to Sandy Kinney at (414) 248-7144 by June 15 for info. If it's a game, someone is playing it at Gen Con. This convention is so big, it almost defies description. If you're a gamer and haven't been here, come! *InQuest* is sponsoring the first-ever Gen Con *Blood Wars* Tournament! We'll be using the TSR castle for photo ops and acting like industry insiders. Stop by the *InQuest* booth to challenge Gareb, Fred, Pat McCallum, Mike S., Matthew, Mike Fasolo, and me. Oh yeah, Tim Bradstreet will be there, too!

In addition, Wizard Press will also be attending the Chicago ComiCon, the San Diego Comic-Con, and The National Sports Collector's Convention this summer. Please stop by and tell us what you think about our 'zines—we need to know!

Marty Stever
Direct Sales Manager and Cruise Director

M T +

the guys and gals who make this

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As if we didn't have enough cool stuff to kick around the studio, *es múy bien* if you guys send us your latest software, toys, games, action figures, ideas and electronic goodies (Mac only). If they make the cut, we'll give it a mention. We're always ready to try some new gizmo, so send it along to: **InQuest** Art Dept. c/o Wizard Press, 151 Wells Avenue, Congers, NY 10920-2064. Printed in Canada.



INQUISITION

In Like Flynn

The verdict is in on *InQuest* #1. While fans had plenty to say on how *InQuest* could be a better magazine, the general consensus is that we've got ourselves a nifty li'l book here. But I'll let the letters speak for themselves...



"Mickey, man, I need a fix. Some *Ice Age*, or straight-up *Magic*, it doesn't matter— whatever ya got."

In the Crosshairs

Starting with the absolute veracity of the Editor's Letter ("Please God, don't let my rare card suck!"), continuing through the strangeness of the "Ultimate Chaos!" and the [Card Stock] "Like Rats on Cocaine" pieces (hysterically true and candid), and concluding with the sad truth that we'll all go broke buying this stuff, you've hit it just right.

Good job.

Cary Newburger
New York, NY

We aim to please.

Celestial Karma

Hi guys, pretty nice mag. Although the card ratings system needs some work: I'm not about to throw some Celestial Prisms in my deck just so I can have a Regrowth, let alone a Karma, which should be a sideboard card for a white deck, not "something that should fit nicely into virtually any deck."

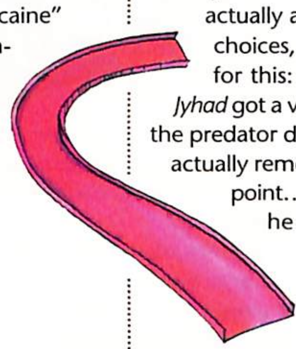
Loved the rest, great stuff on vampires, the "Ultimate Chaos!" article was hilarious. Oh, and when on page 68 you say, "Hey, cool—Dwarven Ruins is just like a red mana battery, right?," you mean Dwarven *Hold*, eh?

Kalen
Dartmouth, Nova Scotia, Canada

Some good points about the price guide intro. We've reworded that a bit to state more accurately what we meant: that five-star cards can usually enhance your deck, even when they're not part of the core theme.

As for the Dwarven Ruins, yeah, we slipped up. It shoulda been Dwarven Hold. Good catch.

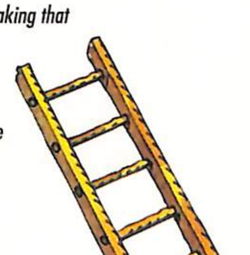
No Justice for *Jyhad*



In your "Ultimate Chaos!" game, it was actually a tie between my two favorite choices, *Jyhad* and *Magic*. The reason for this: when *Uno* got knocked out, *Jyhad* got a victory point (under *Jyhad* rules, the predator does not have to be the one to actually remove his prey to get the victory point...as long as his prey is removed he gets a victory point and six blood). In *Jyhad*, one need not survive, one must only have the most victory points.

Greg Simoes
Lubbock, TX

Hold on, Greg—you're taking that dangerous step into our peculiar brand of insanity. In all the Chaos, Chutes & Ladders could have won and we wouldn't have known the difference.



In Quest of a Name

1) Where did you get the name *InQuest*?

2) With the Magical Hack card from *Magic*, can you change a mana symbol as well as text?

3) How do they cram all that gram?

Dean McDuffie
Gulf Shores, AL

1) Wizard Press Publisher Gareb Shamus, Associate Pub-



"Hey, no team of overmerchandised muties could wax my behind!" protests angry man of iron.

lisher Stephen Shamus, and Kenny Shamus jammed on a name, and Kenny came up with the name In Quest. *It was later changed to one word,* InQuest.

2) Nope. Just land types in word form. You can change plains to mountains, but you can't change

 *to* .

3) Don't know, but the X-Men could kick Iron Man's ass.

Contest Clues

I have a few questions concerning the "Win Every *Magic* Card" contest [*InQuest* #1]. First of all, my entry will be an artifact. Will it hurt my chances of winning if I don't get the color of artifacts just right?

Secondly, can I tear the picture off the front of a mana card, and attach my own front on the now-blank side?

Finally, will the winner receive Alpha, Beta, or Unlimited cards?

Chris Birckhead
Warren, NJ



Wow, we got a lot of mail about that Magic *contest. For the record, your card borders and text and so on don't have to look exactly like an actual* Magic *card. Just try and get it as close as you can.*

Yes, feel free to butcher a Magic *card to provide a card back, but remember that your contest entry can be bigger or smaller than an actual* Magic *card, as long as it's proportionate.*

And finally, the winner will receive the most recent editions of out-of-print cards. So, while there are Alpha and Beta Icy Manipulators, you'd receive an Unlimited Icy if you won.

Scarcer than *Star Trek*

I would like to start out by saying your magazine is great! Good articles, nice format, and great coverage on new games. Your price guide is the best one I've seen yet. Colorful, complete, and the card combos are terrific. I just hope in the future you can expand on the less-popular card games.

The only problem I see with this new gaming trend is the difficulty in finding single cards for games other than *Magic* and *Star Trek*. I don't have much contact with other gamers, so trading is next to impossible. Any suggestions would be greatly appreciated.

Matt Taylor
Boulder, CO

Try hitting a local gaming convention. As to when and where the closest one to you is, we're planning on running some sort of convention calendar in InQuest *sometime in the near future. Till then, ask around at your local gaming stores.*

Friendly Suggestions

I just picked up your magazine on the suggestion of a friend. I'm glad I have such good friends.

I loved this magazine. From the masthead rubric to Swan Song, I enjoyed the slick yet irreverent presentation. The only thing stopping me from subscribing now is that I wish to see one more issue to decide if you can keep it up.

Shane C. Pruyne
Ann Arbor, MI

As our, uh, close friends can attest, we can indeed keep it up.

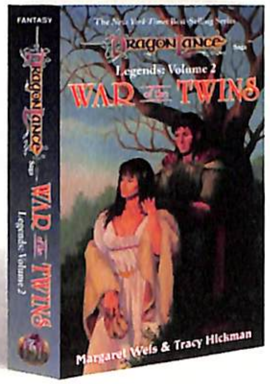
Notes from Krynn

I really enjoyed your *Dragonlance* movie casting call. The pictures were impressive! The group on alt.fan.dragonlance has been working on the movie cast for months now. I posted your recommendations (with proper credit, of course).

Thanks also for the info on the *DL* animated series. I didn't know any of that.

Margaret Weis
Cyberspace

Hey, no problem. It's the least we can do for one-half of the team that gave us Dragonlance.



Magic Squared

Could you tell me what the going rate is for *Magic: The Gathering* Collectors' Edition cards? I picked up a Lord of Atlantis that was a Collectors' Edition without realizing that, since this card is a marked card, I can't play with it. Are these cards worth more or less than other cards of the same wording?

EAngel3
Anonymous in Cyberspace

For those of you who don't know, Wizards of the Coast released a Collectors' set of Magic: The Gathering *(featuring all the Beta versions of* Magic*'s basic set). These cards were stan-*

dard Magic size, though they had square corners, exterior gold card trim, and had Collectors' Edition printed on the card back in gold. Individual card prices vary for these cards, but they're nowhere near what "real" Magic cards go for. You should be able to pick up a full set (which comes in a neat storage box) for about $200. And no, they're not tournament legal.



Secret of Success

Hi there! Just noticed that *InQuest* has no cartoons. Every magazine has cartoons.

Marcus
Clueless in Cyberspace

Y'know, after all the work we've put into it, nobody's noticed that every issue of InQuest *is a big flip-book. Unappreciative bastards.*

Y'know, we worked hard to put together the best magazine we could, and we were pretty confident that you all would get a kick out of *InQuest.* But we never expected to be as warmly received as we have been. Thanks to all of those who took a chance on a new title and picked us up, and especially those who took the time to write in and help us along. You guys rule.

Send yer letters to InQuestMag@aol.com or:

INQUISITION
151 Wells Ave.
Congers, NY 10920

Stumpers



Q: Can you sacrifice Saproling tokens to an Elvish Farmer if he didn't create them?

—C. Copelin, Benton, ME

A: Sure. The only thing the Elvish Farmer cares about is that it's a Saproling token. Of course, the normal sacrifice rules apply.

Q: I play a 1/1 Kird Ape, but I have a forest in play so it becomes a 2/3 creature. Can I tap Pendelhaven to give my monkey a +1/+2 bonus?

—D. Breen, Highland Mills, NY

A: No. Pendelhaven looks at the current numbers. In this example, the Kird Ape is a 2/3 creature, not a 1/1.

Q: My opponent throws a Paralyze on my tapped Colossus of Sardia. How much mana does it take to untap him now—four, nine, 13, infinite?

—R. LeFevre, Jenkintown, PA

A: Lucky 13.

Q: My opponent has three islands and a Sol Ring in play. He taps all three and the Sol Ring to summon a creature, but I immediately respond by casting Rust on his Sol Ring. What happens?

—M. Lanaro, Washingtonville, NY

A: Oh boy, what a question! As near as we can figure out (the Rules Team is in a meeting), Rust counters the effect of the Sol Ring. There isn't enough mana to cast the summon spell, so it should go back in its owner's hand. The controller of the Sol Ring will take mana burn unless she finds a way to spend the three blue mana already in her mana pool.

Q: I have an Icatian Store with 10 counters on it, but it's tapped. If all my regular lands are tapped, and my opponent casts Drain Power, does he get any mana from me?

—V. Navarino, Niles, MI

A: He does not get the counters from the tapped Icatian Store, so your opponent ends up with nothing.

Q: Why is the Black Lotus worth so much?

—S. Cott, Cyberspace

A: Basically, the Black Lotus is a cheap source of fast mana. Picture this: on turn one, you drop a Black Lotus (zero casting cost) and a swamp. Tap the swamp, cast Dark Ritual, and sacrifice the Lotus for a total of six mana—you can get a huge creature out on the first turn! Also, the Lotus was a rare card among only about 45 million total cards in the Alpha/Beta Limited and Unlimited sets.

Special thanks to **Rich Redman** at Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

Stumpers c/o InQuest
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The rarest of the rare, the Black Lotus is the fastes form of mana on the planet.


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FOURTH OF SUPPLY?

MAGIC FOURTH EDITION DISTRIBUTION PROBLEMS

The Fourth Edition of *Magic: The Gathering* is out—but when it debuted the first week in May, it didn't come in the quantities expected by distributors, retailers, or consumers.

"We got it in on Wednesday and by Saturday it was gone. We had to limit them to one box, then half a box, and so on," says Sharon Cieley of Dragon's Lair in Austin, Texas. "Luckily, the customers have been patient."

When *InQuest* asked about the distribution of Fourth Edition, Wizards replied with a fax reading, in part: "We are shipping Fourth Edition essentially twice a month. We have had to allocate to distributors because of printing capacity. We are printing more Fourth Edition on a per-month basis than with Revised *Magic*."

If the Fourth Edition does ship twice a month, and if distributors and retailers receive the same amount of their orders as they did in the first shipment, their orders won't be fulfilled for about two months.

But that's only for those who've gotten the first installment of their orders.

David Kufflick, the purchasing and card sales manager for T.D. Imports Inc., in Canada would like to know what's going on with his shipment. "We haven't even seen our order yet. Not a single card. We don't even know when our order will arrive. They can't even tell us that."

The claim of problems with printing capacity did not placate some retailers. "Anybody you speak to in printing over here will tell you they can pump out any print run you want in under a week," says Rich Dominguez, owner of The Outer Realms in Linden, N.J. "Why does it take me months to get five cases of Fourth Edition?"

Since Wizards is a young company, some are willing to give it the benefit of the doubt. "It's too easy to criticize from the outside without knowing the exact reason why, but there has to be a fair amount of trust and commitment for the system to work," said one distributor. "Wizards of the Coast should be more communicative."

T.D. Imports sends its communications with Wizards on to retailers. "We pass along the faxes directly from Wizards," Kufflick says. "We've also made it a policy to pass along the fax number of our sales rep so the retailers can complain directly."

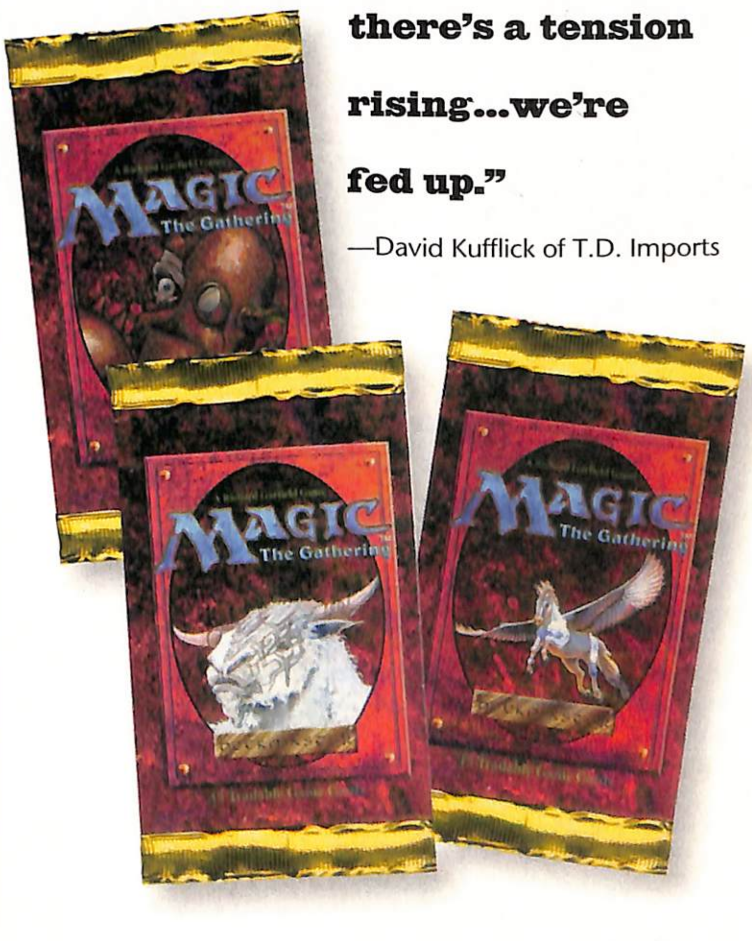
Some retailers learned from shipping problems with previous *Magic* sets. "I only take pre-order for about 10 percent of what I order from the distributors," says Robert Moses, president of Chimera Comics & Cards in Fond Du Lac, Wis. "I have to put a limit on the number of boxes they can buy." He says his customers find this "frustrating."

Can Wizards of the Coast find a solution to the problem? "I'm not entirely sure they can," opines Sean Schumaker, office manager for Berkeley Game Distributors in California. "Part of it is having them, I believe, coordinate better with [card printer] Carta Mundi to either give more product in a shorter period of time or for Wizards to reassess their relationship with them to such a point where they can actually fulfill their orders."

"I can say definitely that there's a tension rising," says Kufflick of T.D. Imports. "From our end, we're fed up."

"I can say definitely that there's a tension rising...we're fed up."

—David Kufflick of T.D. Imports



PRODUCT NEWS

New Rating System for *Magic* Players; Cards Restricted

The Duelists' Convocation, the Wizards of the Coast organization responsible for running *Magic: The Gathering* tournaments, has revised its player rating system.

The new system, instituted in May with the beginning of the 1995-96 tournament season, is based on the United States Chess Federation (USCF) rating system. The Convocation says that the USCF-type system "should prove to be a much more accurate and meaningful system for all players."

Each Convocation member will begin play in 1995-96 with a provisional rating of 1,600—an average rating. Ratings will rise or fall depending on the results of matches and the ratings of opponents. Unlike the previous cumulative-point system, more-frequent play will not necessarily result in higher ratings, but should more accurately reflect a player's true skill.

The ratings will become official once players have played in 25 sanctioned tournaments against rated opponents. Ratings are likely to fluctuate early on.

In other recent rulings, the Duelists' Convocation recently restricted Balance and Fork.



Schools Restrict *Magic: The Gathering*

Amidst accusations that *Magic: The Gathering* inspires occultism, schools have placed restrictions on the game.

In Concord, N.H., Beaver Meadow Elementary School recently instituted a policy forbidding students to possess *Magic* cards without parental permission. While on school grounds, students with permission may only show or play the game with other students who have permission.

In Bedford, N.Y., Bedford Central School District ended its 30-day ban on *Magic* ("*Magic* Banned: New York School District Prohibits Game," *InQuest* #2). Although school officials were not available to clarify official policy, residents said the game may only be played on school property at supervised extracurricular *Magic* clubs, which require parental permission.

The Concord complainants told the *Concord Monitor* that the policy was "a good compromise," but that they were skeptical it could be enforced.

But in Bedford, *Magic*'s opponents vowed to continue to fight to remove the game from schools. Mary DiBari told a reporter that she would file a federal lawsuit to keep *Magic* off school grounds because its religious allusions violate the Constitutional separation of church and state.

The Bedford school district ended the month-long ban after consulting with three experts in adolescent psychiatry who concluded that *Magic* was safe for mature children. The experts reportedly noted that while the game could have beneficial effects, such as inspiring creativity, it might disturb children with emotional or behavioral problems, and children unable to distinguish between reality and fantasy.

In Concord, Beaver Meadow Principal Roger Brooks sent a survey to parents of Beaver Meadow students, then formed a committee through the school's parent-teacher association. "We decided to find a policy that promoted children talking to their parents about this, and yet addressed the issue of those parents that, for whatever reason, felt strongly that their children should never be exposed to this," Brooks said.

SkyBox Trading Card and CD-ROM Game

SkyBox is releasing a CD-ROM game based on a card set.

The card set, Creators Edition Trading Cards, is due this September and contains 105 original paintings of all-new characters by Julie Bell, Brom, Dave Dorman, Dave McKean, and Brian Stelfreeze.

The CD-ROM game, *SkyBorg: Into the Vortex*, is due this October and contains all 105 characters from the card set. It's set in the Microcosm, a microscopic universe. The player is a cyborg named SkyBorg whose creator has been kidnapped by an evil cyborg.

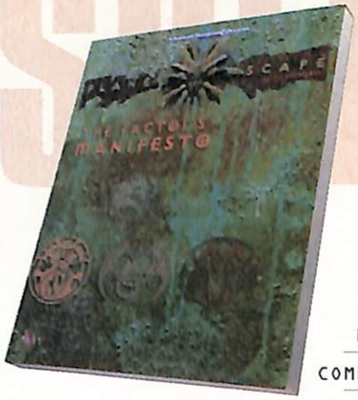
To rescue his creator, SkyBorg must search the Microcosm, interacting with its denizens. Some cards in the trading card set will contain certain codes that will help the player solve puzzles, but are not necessary to play the game.

SkyBorg: Into the Vortex will be both Macintosh- and PC-compatible.



On the Shelves

Got some money in your pocket? Here's a good way to get rid of it. Check out the latest card collectible releases coming to a shelf near you...



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NAME:	**The Factol's Manifesto**
COMPANY:	TSR
SET SIZE:	300 cards
RELEASE:	July 1995
SUGGESTED RETAIL:	$20

Here's the Deal: In TSR's *Planescape*, there are 15 factions led by 15 factols. Each leader makes the case for joining his, her, or its faction in this 160-page book, which also features guidelines on faction interaction, magic, and equipment.





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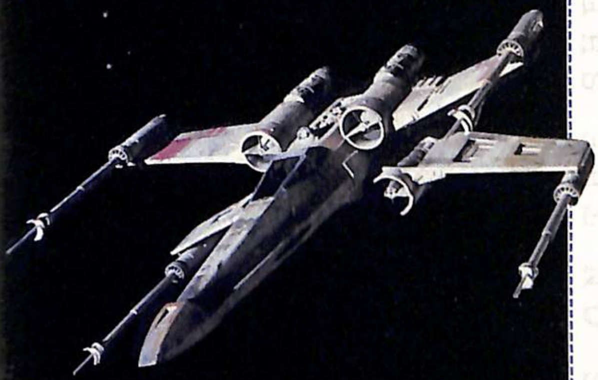
NAME:	**Powers of the Mind**
COMPANY:	Companion Games
SET SIZE:	152 cards
RELEASE:	July 1995
PACKAGING:	12-card booster packs
SUGGESTED RETAIL:	$2.45 per booster

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Here's the Deal: *Powers of the Mind*, the first expansion set for *Galactic Empires*, brings three new non–ship-based empires to the game. Players represent races of wizards/empaths/psionics who use an extradimensional mind conduit to link to one another. Collectors take note: this set will only be printed once!

On the Shelves continued on page 13...





Star Wars: The Collectible Card Game

This October, Decipher will release the *Star Wars Collectible Card Game*. This game will be done in six different "settings"—two from the first movie, one from *The Empire Strikes Back*, two from *Return of the Jedi*, and one totally new setting called *Shadows of the Empire*. This new set will tell the story of what happened in the underworld of the Empire between the second and third movies.

One problem: *Shadows of the Empire* required images that did not exist. To obtain the best possible visual quality, Decipher and LucasFilm decided to scan and digitally manipulate original footage from *Star Wars*. The film was escorted from the vaults under armed guard.



"It's tangoing time!" The Thing gets down in *Marvel OverPower.*

This August, Alderac Entertainment Group will release *Legend of the Five Rings*, its first collectible card game. The game is set in 15th-century feudal Japan and filled with samurai, ninja, wu-jen, and kolat assassins, all battling for the throne. This 300-card set will be sold in 60-card starter decks retailing for $7.95 and 15-card booster packs at $1.95.

Coffin Lovers

Dark Sovereigns, the first expansion for Wizards of the Coast and White Wolf's *Vampire: The Eternal Struggle*, will be released in August. This 100-card set will include new clans like the Italian Clan Giovanni. You can also look for new European vampires such as the Queen of London and the Prince of Berlin.

Darkness Unveiled, the pocket players guide for *Vampire: The Eternal Struggle*, will be available in September. This $14.95 hardcover book will include new and updated rules, a complete card list, and histories of the most interesting cards. The cover will be by Dave McKean of Vertigo/DC Comics' *Sandman* and the Vertigo tarot deck.

Not of This Earth

Mag Force 7 will release *Star of the Guardians* Unlimited Edition in October. The Unlimited set contains 250 cards, with the same number and mix as the Limited set. Unlike the blue-bordered Limited edition, these cards have black borders.

Firsts

Umbra, the first expansion set for White Wolf's *Rage*, will be out in August. Richard Ferguson, Brian LeBlanc, Richard Thomas, and others will provide art. Featuring more Garou, Wyrm, and event cards, this 90-card set will be sold in 12-card foil packs retailing for $1.95.

The *Marvel OverPower* card game from Fleer will debut in August. Filled with popular Marvel superheroes and villains like Spider-Man, Sabertooth, Rogue, and Venom, *Marvel OverPower* will retail for $5.95 per 64-card starter deck and $1.49 per nine-card booster pack. Starters, which contain mainly characters, will have 206 cards; boosters, which boast mostly enhancements, feature an entirely different set of 182 cards. Darick Robertson, Bart Sears Studios, and Dan Panosian are among the artists.

The new *Magic: The Gathering* expansion, *Ice Age*, recently made its much-awaited debut at Toronto's Canadian Comic and Card Spectacular. Competitors in the sealed-deck tournament were able to purchase one *Ice Age* deck and two boosters. The prizes were four diamond-studded *Ice Age* medallions ranging in value from $500 to $1,000.

Netherworld, the first expansion for Daedalus Games' *Shadowfist*, is due in September. Featuring art from Anson Maddocks, Jesper Myrfors, and Rob Alexander, these 15-card booster packs will retail for $2.50 and will feature new cards for every *Shadowfist* group.

In August, Last Unicorn Games will release *Heresy: Kingdom Come*, a collectible card game in which demons, angels, and humans battle. These 374 oversized cards will feature art from James O'Barr, Michael William Kaluta, Brom, and others. *Heresy* will be sold in 60-card starter decks retailing for $9.95 and 15-card booster packs retailing for $3.95.

Game Designers' Workshop will launch two new products in July. *The Regency Sourcebook: Keepers of the Flame* is a new campaign setting for *Traveller: The New Era* that will reopen the old Spinward Marches campaigns. This sourcebook will include information on the Sword Worlders, psionics, and Vargr. *Virus*



Star of the Guardians was one of the first science-fiction card games, and it's got new editions on the way. The 250-card Unlimited Edition is due in October.

Redux Epic Part 1: The Guilded Lilly, based on the *Vampire Fleets* sourcebook, is the first of GDW's "Epic" adventure line books. "Epics" are three or more separate adventure books that can be linked together to make a complete storyline.

The Digital Domain

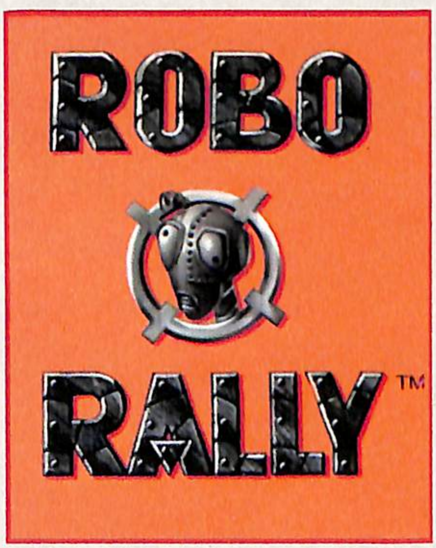
MicroProse, maker of the upcoming *Magic: The Gathering* CD-ROM game, has jumped onto the Internet. Users can download news releases, demos, and screen shots from a Web site (http://www.microprose.com) the FTP site (ftp.microprose.com).

Wizards of the Coast's reprint of *RoboRally* will be available in July. Four new robots, designed by Phil Foglio, will grace the set, and a few others are being resculpted.

Cybertechnology, a sourcebook for *Shadowrun,* will be released by FASA in August. This 124-page book is filled with expanded rules, accessories, and new cyberware.

MasterSystem from Sentient Software Division is a program based on West End Games' *MasterBook* system. This program, for Windows 3.1 or higher, was designed to help game masters run their campaigns by eliminating the need to memorize the rules. It can also be used by players to create characters for any *MasterBook* setting.

Kingspoint 2.0, for Window-based IBM-compatible computers, is the latest version in this series of roleplaying referee software from The Role Playing Software Co. (né Goldtree Enterprise). Retailing for



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$44.95, the new release has increased database access and mouse support. Designed to help GMs run city campaigns, the program features over 260 buildings and 500 NPCs and can be customized for any roleplaying system.

The Hordes, a Windows-based deck builder and database program written by Darryl Yust, is now available on CompuServe, America Online, and other locations, including marvin.macc.wis.edu/pub/deckmaster/misc/utilities/windows/hordes.zip. This program can be used for many collectible card games,

Continued from page 11



™ & © Cactus Games Inc.

NAME:	**Redemption**
COMPANY:	Cactus Game Design
SET SIZE:	300 cards
RELEASE:	July 1995
PACKAGING:	Dual 50-card starter decks; eight-card booster packs
SUGGESTED RETAIL:	$9.95 per starter; $1.50 per booster

Here's the Deal: The Biblically-based buzz generator at the GAMA Trade Show meets the market in mid-July. *Redemption,* the first collectible card game from Cactus Game Design, concentrates on classic conflicts between good and evil characters from the New Testament. The cards will feature hand-painted art from Greg Hildebrandt, Mark Poole, Jeff Haynie, and Michael Carroll, and computer-generated art (Cactus calls it "cyber-illustration") from artists such as Todd DeMelle, Steve Guluk, and Michelle Spalding.



™ & © Comic Images.

NAME:	**Star Quest The Regency Wars**
COMPANY:	Comic Images
SET SIZE:	325 cards
RELEASE:	July 1995
PACKAGING:	53-card starter decks; 15-card booster packs
SUGGESTED RETAIL:	$7.95 per starter; $2.95 per booster

Here's the Deal: Play one of five races, or an alliance of races, and amass ships, equipment, and troops to send against your opponent's homeworld. The art will come from well-known artists such as the Hildebrandt brothers, Michael Whelan, and Frank Frazetta. Each of the 53-card starter decks will feature two special foil homeworld cards, and each booster pack will contain a randomly inserted signed card. *Star Quest* will be Comic Images' first collectible card game.



™ & © Paramount Pictures.

NAME:	**Star Trek: The Next Generation Customizable Card Game** Collector's Tin
COMPANY:	Decipher Inc.
SET SIZE:	363 cards
RELEASE:	July 1995
PACKAGING:	363-card tin
SUGGESTED RETAIL:	$100 per tin

Here's the Deal: Decipher has manufactured 30,000 collector tins, each one containing silver-bordered versions of all 363 original *Star Trek: The Next Generation Customizable Card Game* cards. The tins also include a special color rule book and a card list. Although the cards will be fully playable, they will not be allowed in tournaments.

ON THE SHELVES



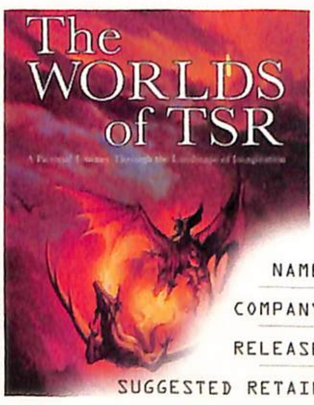
NAME:	**Super Nova**
COMPANY:	Heartbreaker Hobbies & Games
SET SIZE:	165 cards
RELEASE:	July 1995
PACKAGING:	18-card "Master Booster Packs"
SUGGESTED RETAIL:	$2.95 per booster

Here's the Deal: Ships, aliens, planets, mercenaries, and much more—all can be found in Heartbreaker's *Super Nova*. Players fight to build the biggest empire using economic, military, and diplomatic power. The first limited edition printing will consist of 165 cards (100 common, 35 uncommon, and 30 rare), all of which will have black borders. Each so-called Master Booster Pack contains rules for the game.



NAME:	**Vampire: The Eternal Struggle**
COMPANY:	Wizards of the Coast
SET SIZE:	439 cards
RELEASE:	July 1995
PACKAGING:	76-card starter decks; 19-card booster packs
SUGGESTED RETAIL:	$8.95 per starter; $2.75 per booster

Here's the Deal: The second edition of *Jyhad* is ready for action, with rules rewritten and simplified for easier reading and quicker game play. The cards will be completely playable with the original *Jyhad* cards, although the new ones will have *Vampire: The Eternal Struggle* printed on their backs.



NAME:	**The Worlds of TSR**
COMPANY:	TSR
RELEASE:	July 1995
SUGGESTED RETAIL:	$18.95

Here's the Deal: TSR brings fans into the many worlds of their creation by introducing *The Worlds of TSR*. This 144-page, perfect-bound art book is filled withh 200 full-color pieces drawn by some of TSR's hottest artists like Brom, Robh Rupple, and Larry Elmore.

including *Magic: The Gathering, Star Trek: TNG CCG*, and *Vampire: The Eternal Struggle*. *The Hordes* gives information to help balance your cards and also analyses your deck for compliance with tournament rules.



Technical Difficulties

Decipher's *Alternate Universe*, its first *Star Trek: The Next Generation Customizable Card Game* expansion set, will be delayed until August by a month-long shutdown of the European manufacturing plant that prints the cards. The limited-edition, black-bordered, 121-card set will be sold in 15-card booster packs retailing for $3.

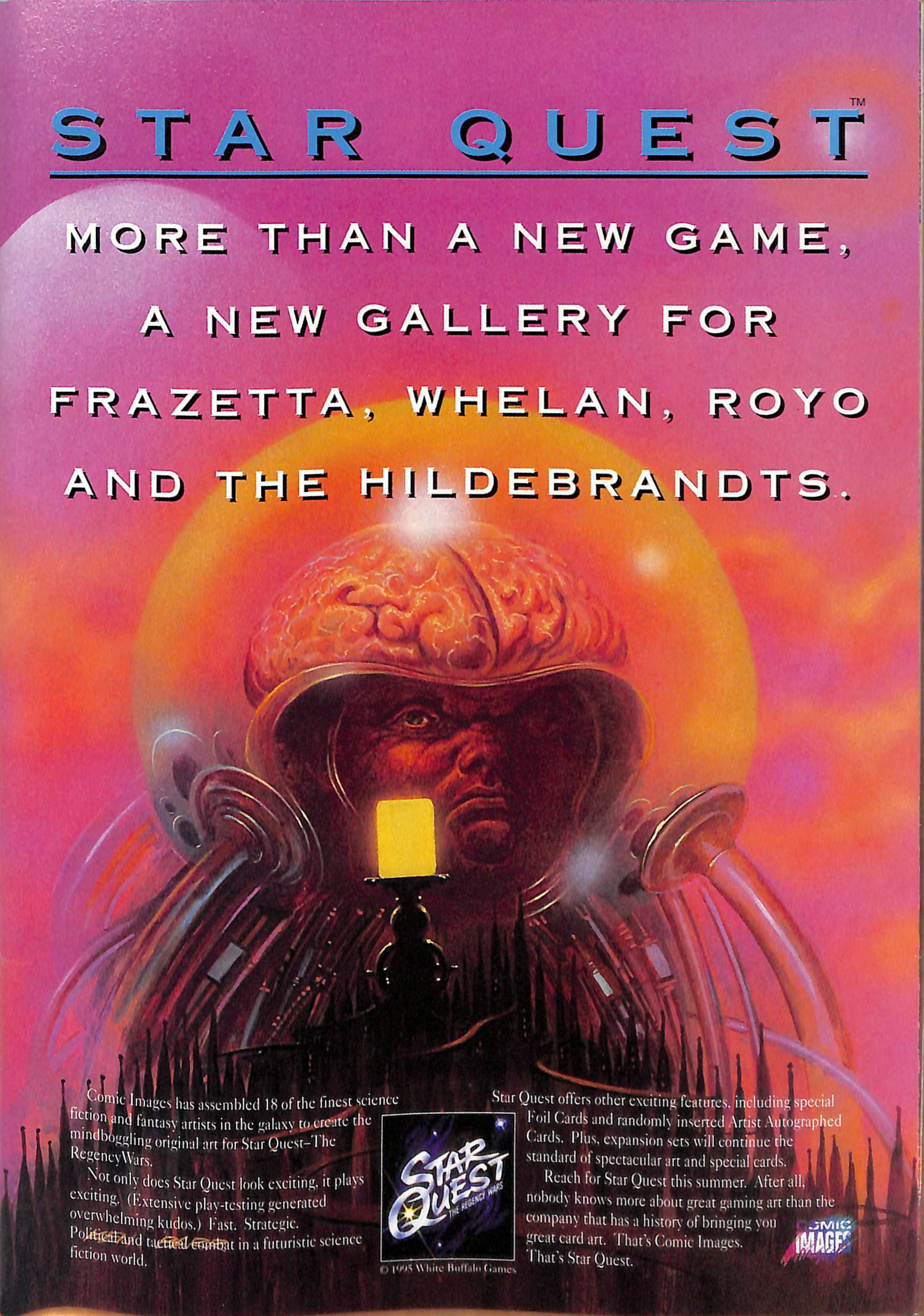
In Nomine, the new roleplaying game from Steve Jackson Games, should be out in August. This RPG will allow players to take on the roles of angels or demons. Written by Derek Pearcy, this 256-page book will feature cover art by John Zeleznik and interior art by Dan Smith and will retail for $29.95. The game was delayed in part by SJG's efforts to release *Illuminati: New World Order*.

Due to problems with printers and distributors, *Apocryphy* will not hit the stores until September at the earliest. When this Dementia 5 RPG in collectible card format does make it to the shelves, it'll be sold in 90-card starter decks that include instructions and sample adventure scenarios.

BATTLETECH

They're Back!

In August, FASA will appease popular demand by re-releasing the first novel of the *Blood of Kerensky* trilogy. *Lethal Heritage*, written by Michael A. Stackpole, is set in the *BattleTech* universe and reveals the secrets of the Clans.


STAR QUEST™
MORE THAN A NEW GAME,
A NEW GALLERY FOR
FRAZETTA, WHELAN, ROYO
AND THE HILDEBRANDTS.
Comic Images has assembled 18 of the finest science fiction and fantasy artists in the galaxy to create the mindboggling original art for Star Quest–The RegencyWars.
Not only does Star Quest look exciting, it plays exciting. (Extensive play-testing generated overwhelming kudos.) Fast. Strategic. Political and tactical combat in a futuristic science fiction world.
STAR QUEST
THE REGENCY WARS
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Star Quest offers other exciting features, including special Foil Cards and randomly inserted Artist Autographed Cards. Plus, expansion sets will continue the standard of spectacular art and special cards.
Reach for Star Quest this summer. After all, nobody knows more about great gaming art than the company that has a history of bringing you great card art. That's Comic Images. That's Star Quest.
IMAGES

Secrets of the Wizards

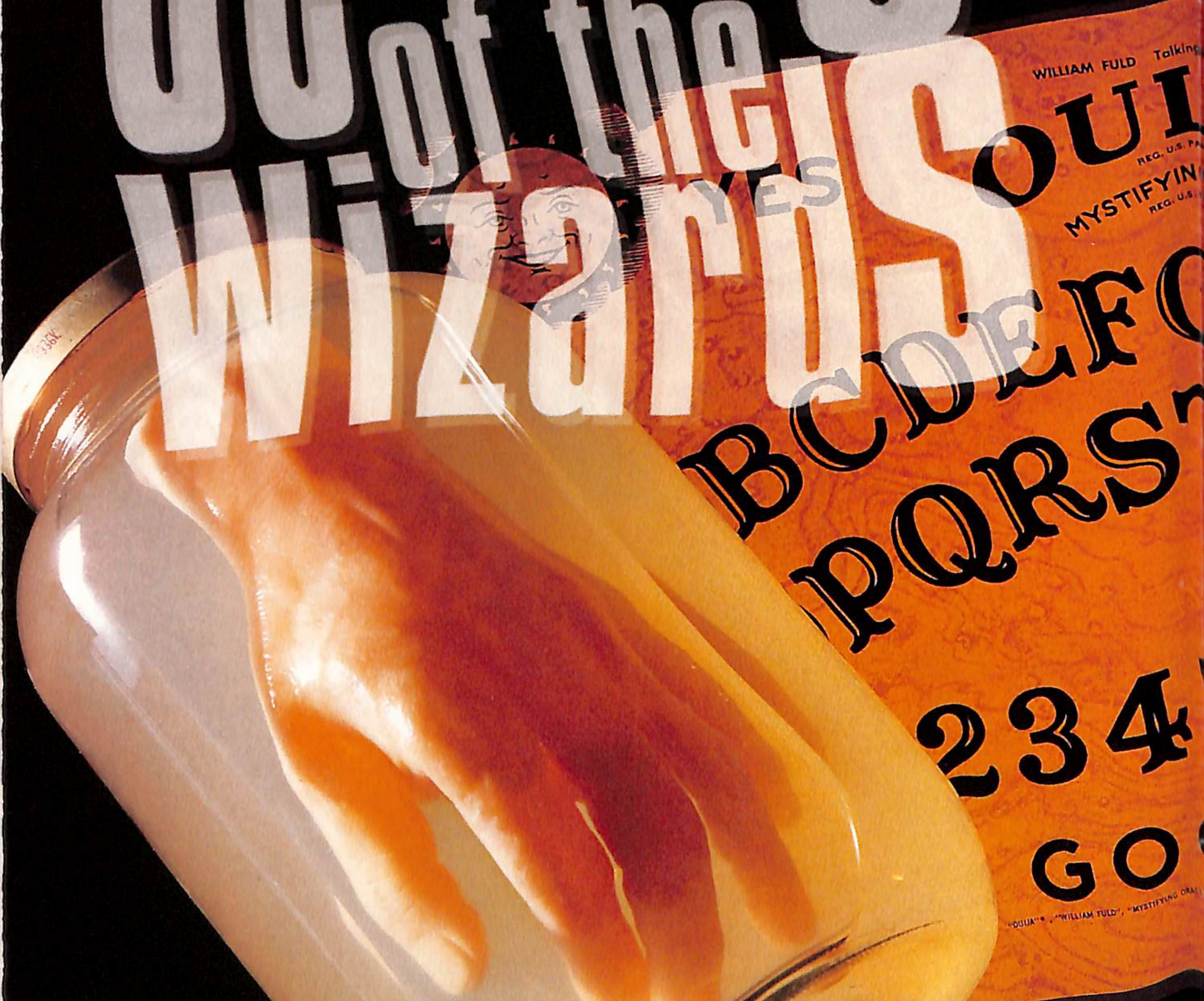
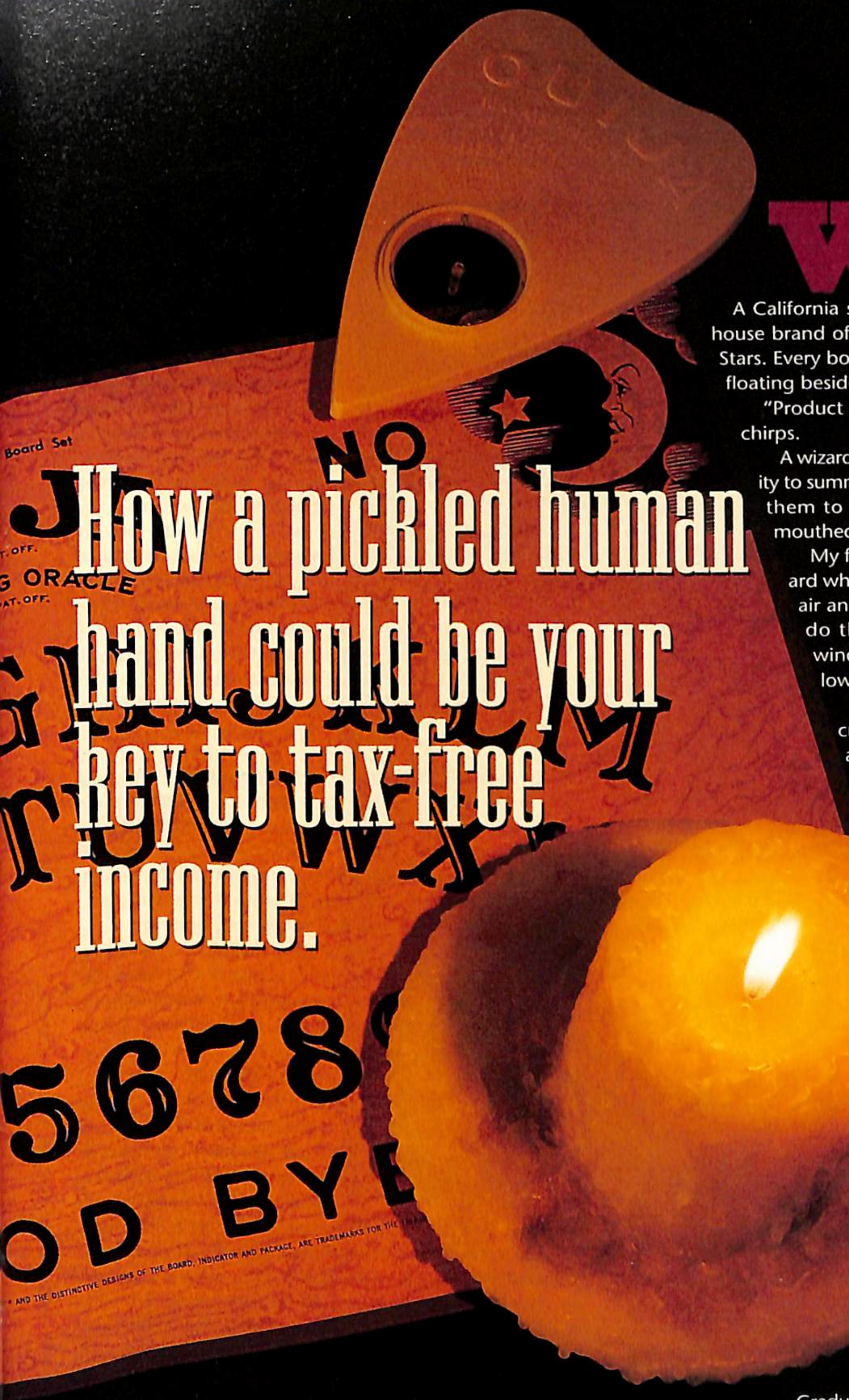


Photo by Harry Peterson Photography

Editor's Note: *This article is for entertainment purposes only! InQuest does not recommend you try any of the things described here. For the record, we've never "summoned" anything more mysterious than a really short mall rent-a-cop with an indecipherable nametag. And now, on with the show!*



How a pickled human hand could be your key to tax-free income.

By Eric Black

Why does anyone think kids like cutesie-poo, cartoon versions of wizards?

A California supermarket chain sells an in-house brand of breakfast cereal called Magic Stars. Every box features a diminutive wizard floating beside a spoonful of cereal.

"Product enlarged to show texture," he chirps.

A wizard, once reputed to have the ability to summon demons from hell and bind them to his will, now stares in gape-mouthed awe at a processed oat puff.

My feeling is kids do not like a wizard who could be smacked out of the air and crushed flat by a spoon, nor do they like one who could get winded trying to lift a marshmallow. It's unseemly.

Kids like wizards because kids crave power. If you were a wizard, you could bring your favorite teddy bear to life. And not just to life, but 50 feet tall, able to breathe fire, and thirsty for men's souls.

Society, needless to say, has a vested interest in putting a stop to this.

"Wizards aren't real," we tell kids. "Magic isn't real either, except for coin tricks. Here, let me show you a coin trick."

We then show them a stupid coin trick. Kids tolerate this only because they know we'll give them the coin at the end.

Gradually, they learn not to ask about magic but to ask for money instead. That way, they don't have to endure the trick.

And so, we grow up to be good citizens who believe more in commerce than in magic. All those stories about wizards are just legends, and creepy legends at that. "We'd much rather see those nice Siegfried and Roy fellows levitate an enraged jungle cat," the voices of reason say, "than see some old sorcerer do his mumbo jumbo. That's *weird*!"

They don't know the half of it.

NYAH, NYAH, VOICES OF REASON!

Despite what many people think, "wizards" really do exist, and they've been around for a long time. Archaeological discoveries, including rock paintings and carved totems found in southern European caves, suggest that people have been performing magic for tens of thousands of years. By way of comparison, the scientific tradition that denies the existence of magic has only been around a few hundred years.

With all that history, you would expect wizards to be dignified and wise.

You'd be wrong.

A 14th-century German occultist known as Abraham the Jew was the first wizard of the long-white-beard-and-pointy-hat school. Not much is known about Abraham, except that he wrote a wizard's how-to book called *The Sacred Magic of Abra-Melin*, which contains such chapters as "How to be beloved by a Woman" and "How to cause Armed Men to Appear." The book attacks spells and potions, stating that true magic consists of mystical, mathematical computations. And as we all know, nothing drives a woman to the brink of "beloving" like a good computation.



Anson Maddocks' Bone Shaman summoning who knows what.

In 15th-century France, a wizard named Agrippa had a reputation for conjuring demons. In his native Germany, rumors held that a teenage boy had once blundered into Agrippa's hidden sanctum while the mage was conversing with a demon. The demon pounced on the boy and killed him, but Agrippa used magic to give the body the appearance of a natural death. While no evidence exists to support claims of Agrippa's conjuring ability, he proved his mastery of causing Armed Men to Appear: when he publicly maligned the king's mother's grooming habits, a squad of soldiers showed up and arrested him.

Gilles de Rais, the 15th-century French nobleman better known as Bluebeard, was a wizard of black magic: magic performed with evil intent. Legends claim that de Rais killed over a hundred people for his rituals, and while it's hard to separate fiction from fact, historians suspect de Rais did, in fact, do some not-very-nice things. And some not-very-smart things, too. Although extremely wealthy, he was obsessed with finding the Philosopher's Stone, a mythical substance that supposedly could transmute any material into gold. The point of having the stone, of course, was to make a fortune, which is exactly what de Rais had before he frittered all his money away on shyster alchemists and sorcerers, looking for the stone.

The 18th century brought the self-proclaimed wizard Comte de Saint Germain. Magic was very much in fashion in Europe in the 18th century, and Saint Germain used his occult knowledge to exploit that fashion and gain access to royal courts, where he spied for both Prussia's Frederick the Great and France's Louis XV. Saint Germain achieved notoriety by claiming to have discovered the elixir of life. The elixir was believed to grant those who drank it longevity and eternal youth, and Saint Germain said he was no less than 2,000 years old. Wondering if the Comte's valet was also immortal, a credulous nobleman asked the servant if he had been present at the wedding in Cana when Jesus turned water into wine. "You forget, sir," the valet responded. "I have only been in the Comte's service a century."

The most notorious wizard of the 20th century has been Aleister Crowley. Crowley was a British wizard who received his magical instruction from a secret society called the Hermetic Order of the Golden Dawn. Crowley broke from the order, however, and published many of their rituals and spells. He complained they had sworn him to secrecy, telling him that what he would learn he must reveal to no man, and then proceeded to teach him the Hebrew alphabet and the names of the planets. Crowley lived a life of excess, leaving no drug or sexual practice unsampled. Although he died in 1947, some people still believe that Crowley was, if not the devil incarnate, at least one of his minions. Others feel his contributions to magic are a great benefit to mankind.

But by now, you're probably wondering what the heck wizards do.

WILL THE INFERNAL LORD OF THE PIT PLEASE PICK UP THE WHITE COURTESY PHONE?

In the Western tradition, there are two varieties of magic: high and low.

High magic is the summoning of spirits, and there are a lot of rites and rituals one needs to know before attempting to summon. Wizards summon spirits because they believe the spirits can answer questions about the future, give instruction on magic, heal people, harm people, or simply provide the conjurer with a mystic experience. And whether you think of spirits as angels, demons, ghosts, or elementals, the one trait they have in common is that they don't come when you call them. At least, they don't come easily.

For that reason, high magic is heavily weighted towards ritual and ceremony. *Very complicated* ritual and ceremony. To summon a spirit, wizards say you need to know the proper name of the spirit and how it likes to be addressed, you need to have memorized pages upon pages of commands that will bring the spirit forth, you need to study carefully the stars to know the right time to perform the ritual, and you need to prepare your sanctum (you *do* have a sanctum, don't you?) with magic rods, knives, censers, candles, and orbs, all of which you have personally made and consecrated.

Just to make a rod, for instance, you have to find a perfectly straight branch on an almond or hazel tree, cut it in the early dawn with a single stroke from a golden sickle (don't even start if you don't have a golden sickle), run a magnetized needle all the way down its length, stick a prism on one end and black resin on the other, bind the whole thing with rings of copper and zinc, and then have it consecrated during a new moon by another wizard. That's so you can have a *stick*.

The point of all this work is that supposedly if you put concentrated effort into the preparations, the spirits will

come. In fact, wizards believe so strongly the spirits are real that one of the key steps in any summoning is the tracing of a magic circle on the ground. Magic circles are special designs that constitute impassable barriers to spirits. The wizard and his assistant stay inside the circle during the ceremony and the spirits stay outside. If the circle is broken at any point, it can mean bad news. Crowley and another wizard named Victor Neuberg learned this during a trip to Algeria in 1908.

HEY YOU—GET OUT OF MY DESERT!

One night, Crowley and Neuberg decided to slip out into the desert to summon Choronzon, a spirit described by Crowley as "the dweller in the abyss." Neuberg drew a magic circle in the sand while Crowley drew a separate triangle into which they would conjure the demon. Neuberg stepped into the circle, but Crowley stepped into the triangle so Choronzon would possess him when it manifested.

Neuberg started the invocation and almost immediately Crowley was possessed. He raved like a madman and cawed like a crow. Imitating the woman Neuberg loved, Crowley tried to entice him into leaving the circle. Neuberg refused. Crowley then began discoursing at length, speaking in the voice of the demon. Neuberg started taking notes on the speech and failed to see Crowley throw sand on the rim of the circle, obliterating part of it. Crowley charged in through the break and attacked Neuberg, throwing him to the ground.

Although he was stunned, Neuberg managed to pull out his magic knife and drive Crowley back into the triangle. Holding him at bay, Neuberg redrew the circle and completed the invocation, banishing the demon back to the abyss, two hours after the ordeal began. Neuberg was sick for weeks afterward.



One more question, almighty one. What're the winning Lotto numbers?

The thing is, we only have Crowley's word that this happened, and Crowley was...well, a kook. He may well have been lying about the whole thing. He may also have been psycho enough to think acting like a demon and forcing a friend to sand-wrestle would be jolly good fun. Some researchers in the '70s, however, conducted an experiment that suggests there may be more to this type of spirit conjuring than we realize.

In 1972, a team of parapsychology researchers created a fictitious character named "Philip." Their goal was to see if manifestations of spirits, as reported by wizards and mediums, could be shown to have a psychological basis. They invented details about "Philip," including the color of his hair, the details of his military career, and the time and date of his death. When "Philip" was complete, they attempted to contact him.

They gathered regularly, trying again and again to reach him, but never getting an answer. Finally, after a year, another researcher suggested they try some of the methods used in séances, such as joining hands around a table and singing. The researcher believed these techniques lowered skepticism and inhibitions. The team tried it and, sure enough, "Philip" responded.

"Philip" communicated by rapping or knocking on the table. He was able to provide accurate details about the time period he supposedly lived in—details not originally included in his profile—but he could not answer questions about his life beyond what the researchers had decided for him. Sessions with "Philip" were seen by live audiences and captured on film.

Whatever conclusion you care to reach about "Philip" and other spirits—whether they are psychological, as the Toronto researchers claim, or spiritual, as the wizards claim—this case demonstrates that poking into the spirit world carries the risk of actually contacting something.

Creepy.

HOW LOW CAN YOU GO?

Low magic, the other kind wizards practice, is what you and I think of when we imagine magic. It's magic for people who are more interested in communing with money and babes than astral spirits. Low magic is all the cool stuff: spells, potions, charms, and curses. When you see a painting of a wizard conjuring a firestorm or casting a lightning bolt to smite his foes, that's low magic.

Unfortunately, low magic is also the clearinghouse for all that is hokey in the world.

What is a self-respecting magic believer supposed to make of the Hand of Glory? This was a talisman consisting of the hand of a hanged man, pickled in salt and dried in the summer sun. Supposedly, if you used it to make a reverse sign of the cross over a sleeping person, you could rob them blind without fear of waking them. As recently as 1831, burglars in Ireland were caught using this.

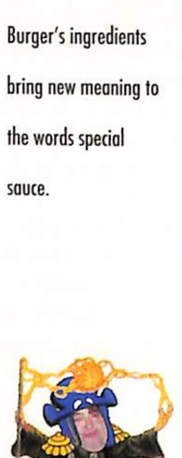
The basic idea in low magic is that you get hold of something that has power, whether it's a word, plant, or object, and then use that power to make what you want happen. Before I start with the spells, though, I should warn you that some of them are gross. Also, if you think you might want to try a "spell," *don't*. The people who came up with this stuff did not realize that potentially fatal diseases were communicated through bodily fluids. And we'd rather not get sued for all we're worth.



Do not try this! Don't even read this paragraph unless you have a strong stomach.



Want to get your way with a loved one? This cleverly disguised plain old burger is really a Love Burger. The Love Burger's ingredients bring new meaning to the words special sauce.



Hey, you want to end up like this? Don't try this stuff at home.

Bodily excretions are believed to be particularly effective in magic. One spell purports to give the wizard control over anyone he wants if he writes the full name of his victim on a piece of white paper, places it in a wide-necked bottle, and then pees on the paper. Another spell says that to overcome a lover's reluctance, present him or her with hamburger patties mixed with sweat and menstrual fluid. Always creative, Crowley devised a magic ritual to compel people who were bothering him to stop. Whenever such a person threw a dinner party, Crowley would see to it that he got invited. At the party, he would enter into their drawing room and take a big dump on the floor. In every case, after the party, the victims never bothered him again.

Potions and ointments often rely on allegedly powerful herbs to work their magic. A traditional love potion recipe instructs the wizard to take a "gill" of red wine; add rosemary, anise, cloves, honey, orange rind, and cumin; bring the mix to a boil; simmer and stir while counting to 100; strain the mixture; reheat it; and present it to the intended when sweet vapors rise from the brew. The recipe says this potion shall not fail unless the wizard keeps slovenly habits. I tried it and my girlfriend asked why I was giving her hot, stinky wine.

Another recipe promises invisibility. The wizard is instructed to fast for 15 days, following which he is to get drunk every five nights on wine steeped with poppies and hemp, and then, when the time comes, smear himself with ointment made from human ashes and "nightbird" blood. Poppies and hemp, of course, are the sources of opium and marijuana. Get drunk on that wine after not eating for two weeks, and you might not only think you're invisible, but that you're Merlin, Jimmy Page, and Cap'n Crunch rolled up into one.

Certain words are also believed to have special powers. "Abracadabra" has been used by wizards for a variety of purposes. Supposedly, it can make a cold or a flu go away when written like this:

ABRACADABRA
ABRACADABR
ABRACADAB
ABRACADA
ABRACAD
ABRACA
ABRAC
ABRA
ABR
AB
A

It also makes a great rhyme with "grab ya," as Steve Miller once demonstrated. Another gem of this sort is the palindrome "sator arepo tenet opera rotas." People once believed that if you wrote this in bat's blood on parchment and hid it under the threshold of a house, it would compel everyone who crossed over it to dance uncontrollably.

SAVING LIVES BY SUCKING...TODAY ON OPRAH

Low magic requires a certain belief in its powers to have a chance of working. If you believe you have successfully crafted a love potion and given it to the person you desire, you might start to feel confident that they will like you, and your confidence may actually inspire them to like you.

Admittedly, all the belief in the world is not going to get anyone to do the "sator arepo" hustle, but people have performed impressive feats of magic based solely on belief. A common form of healing among societies with shamans, or tribal wizards, is the "sucking" ritual. The Ona tribe at the southern tip of South America is one culture that practices this.

An Ona shaman faced with an ill patient will put on something of a show, carefully examining the places where the patient feels pain and often giving a look of horror at what he sees. He will then massage the patient with his hands, attempting to draw into one area, usually the chest, all of the evil power that has made the person sick. When this is done, the shaman will quickly press his mouth to their skin and suck violently. Sometimes this is a long process, taking up to an hour; sometimes it is very quick (you can stop it with the dirty jokes right now).

When the shaman is done, he pushes himself away from the patient, clasping a hand to his mouth as if to keep something from getting out. He then spits an object onto the ground for all to see. Objects spat out have included flint, mud, mice, insects, baby octopi, and jellyfish. The tribesmen believe that the object has caused the illness. It may have been placed there by a malevolent spirit or an evil shaman, but it is out now and the shaman's healing work is done.

The shaman, of course, has used sleight of hand, palming the object earlier in the ritual and waiting for the right moment to "spit" it out. But they genuinely believe in magic, and their proof is the many who have recovered from serious illness thanks to this treatment. Whether this is magic or positive thinking, we are again faced with a mystery, like "Philip," that Western rational thinking has yet to fully explain.

It seems likely, in fact, that as long as such mysteries exist, wizards will continue to practice magic because magic, no matter how dumb it may be at times, opens these mysteries up to us in a way that science has yet to accomplish.

But I guess you can't really blame the cereal manufacturers for being cutesie about the whole thing. Who would want to buy Pickled-Hand Crunchies?

Eric Black is a freelance writer living in Los Angeles. You can make him appear in your living room by mixing piping hot mixed-berry yogurt with a can of Dr. Pepper while chanting "bromo bosco pinto osco." A softly luminescent haze will form, make light conversation, and then ask to use your phone.

Balancing the Scale

By Michael Searle



Someone once bet me that it was impossible to build a single-color tournament deck. Twenty-two tournaments later, I decided they might be right. Except for white.

As it stands now in *Magic*, white is the most powerful color. Before you start claiming otherwise, think about everything white can do. It has the top spells in all main categories:

- Land Destruction: Armageddon. For four mana it blows up all lands. What other color can do that?
- Creatures: Great creature selection, including perhaps the best in the game, the Serra Angel.
- Creature Enhancements: Blessing for individual creatures and the all-encompassing Crusade to enhance all white creatures at once.
- Creature Elimination: Swords to Plowshares knocks any creature out of the game for good—kaput, bye-bye, skip the graveyard and go grow some wheat; sure, you give your opponent some extra life, but I'll guarantee you they'd rather take the creature almost every time.
- Artifact/Enchantment Elimination: White does it the best—both in one shot—with the strongest all-purpose spell around, Disenchant.

With all that going for ya, how could you not love a white weenie deck?

The idea behind this pure-white deck is, again, speed. There's a nice complement of different-casting-cost creatures, ranging from the quick-striking Savannah Lions (out on the first turn) to the dominating Thunder Spirits (WW1) to the heavy-air-support Serra Angels (WW3).

Usually, you'll come charging out of the gates with a bunch of 1/1s, then drop in your special-ability guys (Preacher, White Knight) when you have the necessary mana. Keep the stream of creatures rollin'—as you pull Crusade after Crusade, your weenies will become giants, and you'll find your opponent dropping in life faster than he can pull cards to stop you. The best defense is a good offense, so keep pushing him.

Defense, though, is where you can shine. Besides the Swords to Plowshares—nice for knockin' off big, tough monsters—and Strip Mines—land destruction slows down your opponent, prevents her from using particular colors—you've got white's secret weapon: Balance.

Balance can do so many things for you. First, if you find yourself getting pummeled by one or more large creatures, block with your smaller ones until you're left with none. Cast Balance and all your opponent's will be gone too. Poof!



Everyone knows the trick to winning is balance. Remember Miyage's stork move in *The Karate Kid*?

The Crusaders

CREATURES

White

1 Amrou Kithkin
2 Icatian Scouts
4 Mesa Pegasi
1 Order of Leitbur
1 Pikemen
2 Preachers
4 Savannah Lions
2 Serra Angels
2 Thunder Spirits
2 White Knights

SPELLS

White

1 Angelic Voices
1 Army of Allah
3 Balances
4 Crusades
2 Disenchants
3 Reverse Damages
3 Swords to Plowshares

ARTIFACTS

2 Dark Spheres
1 Icy Manipulator

LANDS

1 Karakas
15 Plains
3 Strip Mines

SIDEBOARD

1 Circle of Protection: Blue (to handle blue damage)
1 Circles of Protection: Green (green damage)
2 Circles of Protection: White (white damage)
1 Dark Sphere (big bruising blows)
2 Disenchants (artifacts/enchantments)
2 Greater Realms of Preservation (black or red damage)
1 Karma (black decks)
1 King Suleiman (djinn/efreet decks)
1 Land Tax (draw more cards against discard decks)
1 Lifeblood (red decks)
1 Northern Paladin (black decks)
1 Relic Barrier (artifacts)

Also, you can use Balance as a white Mind Twist, dropping your cards in hand (easy with this deck; you'll blow through creatures pretty quick) and popping out a Balance. Your opponent is forced to discard down to what you have left in your hand—zero if Balance was your last card.

Finally, try sandbagging and surviving with only two lands for as long as you can. Let your opponent build up as many lands as he wants, and then—wham, hit 'im with Balance. It acts like a partial Armageddon.

My only caution to all of the above plays is to watch how many cards you have at all times. As the name implies, Balance is the Great Equalizer, but it can hurt you as well—never play it when you have the most creatures or lands, and always watch to see how many cards your opponent has in hand, or else you may end up having to drop a ton of great stuff when all is said and done.

Throw in Dark Spheres and Reverse Damages, thus preventing you from taking a colossal amount of damage from one source—like a Channel Fireball or a Blood-Lusted, Berserked beastie—and you have quite the defensive posture going.

Still, there are always dangers to playing a single-color deck. Once your opponent realizes that white is the only thing showing up (especially in a tournament), she'll be able to rig her deck to compensate. The big cards to worry about are Gloom, Flashfires, and creatures with protection from white, like the Black Knight.

Fortunately, this deck can deal with all of them. When playing black or heavy artifacts/enchantments, sideboard in your extra Disenchants to get to Gloom as soon as possible. Flashfires you'll just have to take on the chin—but as long as you're smart and hold an extra land in your hand, you should be able to bounce back pretty quickly with your low-casting-cost army. (I once won a tournament match after getting hit with both Gloom and Flashfires, so there is hope.) And the Black Knight goes down with a handy-dandy, no-creatures-on-your-side Balance.

White all by itself can be a killer. In my mind, it's strong enough to fly solo. White's so versatile on its own, and you're always drawing plains, so you rarely run into mana problems. In essence, you have a concentration of power that'll leave bad guys several feet under.

Editor's Note: Right before we went to press, we learned that Balance had been restricted to one per deck. We recommend replacing two of the Balances with a Wrath of God and a Spirit Link.

THEME DECK THE NON-KILLER DECK

Beat the Clock

The pure, cold sensation of terror. The kind that worms its way into your belly and loosens your bowels.

It's great fun. Especially when it's your opponent's bowels that are a-loosenin'. And that's what this deck is all about. Aside from the essentials that almost every deck needs—creature elimination, artifact destruction, and the rest—this unpleasant 60-card bad boy revolves around the cards with delayed effects. Instead of the strategy and subterfuge that go into most *Magic* games, your evil schemes will be laid bare for the world to see.

And that's the point. Your opponent will know what you're up to, but with the amount of headache cards you'll be spreading across the tabletop, it'll be one of the few instances where knowledge can be a bad thing.

MACHINATIONS

CREATURES

Black
4 Armor Thrulls
2 Giant Slugs

Blue
4 Homarids

Green
3 Fungusaurs
1 Spore Flower
3 Thallid Devourers
2 Thelonite Druids

White
1 Icatian Moneychanger

SPELLS

Black
2 All Hallow's Eves
1 Demonic Tutor
1 Tourach's Gate

Blue
1 Tidal Influence

Green
1 Cocoon
2 Night Soils
1 Regrowth

White
2 Armies of Allah
2 Disenchants
1 Divine Intervention
2 Wraths of God
2 Rods of Ruin
1 Triassic Egg

LANDS
3 Badlands
4 Bayous
1 Maze of Ith
4 Savannahs
3 Tropical Islands
3 Tundra
3 Underground Seas

Pat McCallum
Timekeeper



Game Warden

Shootin' the breeze with TSR's creative head, Jim Ward.

By Matt Forbeck

For longtime gamers, there are few more-recognizable names than Jim Ward's. As vice president of creative services at TSR, the world's first and largest roleplaying game company, Ward's influence has been felt throughout the adventure game industry. A legendary game master and an ever-present icon at gaming conventions, he has been an integral part of TSR's creative vision for years.

Married with three children now, Ward was born and raised in Elkhorn, Wis., a mere seven miles away from TSR's headquarters. A prolific writer, he has worked on numerous games, including TSR's first collectible card game, *Spellfire*, which he co-created. We caught up with Jim one morning to talk with him about TSR and himself, past, present, and future.

New Stuff

What new directions is TSR moving in?

Come Thanksgiving, we're going to have a two-hour, made-for-TV movie called *Wildspace*....

Nelvana is going to do a two-hour animated cartoon on *Dragonlance*, a PG–13 feature film. They're shooting for December, but I'll believe it when I see it. Hollywood has its own sense of time.

We're working on a couple other great, big computer ideas. We had the No. 1 coin-operated game this year—*Tower of Doom*—in fantasy, and Capcom's planning on doing another for next year.

We're into all sorts of media, from CD-ROMs to audio CDs and even on-line presences.... When you do a novel, a comic book, a card game, and a roleplaying game on the same subject, they breed more sales among each other. It happens every single time.



Here's a question I'm sure you've heard many times: How far along is the AD&D movie?

It's scheduled for '97. They have a script—it's wonderful. They have a producer and a director. We can't name names. That's Hollywood again, but *Variety* is already talking it up. That's definitely happening. It's just that the when of it is in question.

How do you think this exposure will affect TSR?

The name *Dungeons & Dragons* is known in 99 percent of all the families in the United States.... Lots of gamers are having lots of fun on the weekends, and moms and dads just throw pretzels and sodas at them and can't figure out what they're doing. When we do movies and cartoons, I think it helps legitimize the effort.

Collectible Card Games

When did you first hear of Magic: The Gathering*?*

Origins '93, just before it became famous. I saw a little company giving out free cards to their little card game, and nobody thought anything of it, and everybody walked right past them. They were all buying White Wolf's [*Vampire:*] *The Masquerade.*

Then I didn't hear anything about them until Gen Con, and suddenly everybody was buying their stuff....

The game was a little complicated. The rules were terribly hard to read. I said, "OK, it's an interesting game. It should do well in the hobby." Who knew?

I've played a lot of *Magic*. I want to understand the system and what they're doing. I can see why it was a hit. It filled a niche. More and more, as we get deeper into the '90s, people don't want to spend time on games....

When it became a big deal after August, I started waving the red flag at TSR. "Let's get a game going here. Let's make it happen." Finally, in June [1994], we came out with *Spellfire.*

How do you see the future of collectible card games?

I often compare it to 1974, when the wargame market was so strong. Wargames were selling on every topic, and then roleplaying came out. Everyone said it was a passing fancy, and now there are almost no wargames, but roleplaying's still here.

We want to make sure that doesn't happen at TSR with this new, baby card-game market. We recognize that it's going to be a new category, but we aren't going to let roleplaying suffer for it.

Our marketing info says it's cutting into the comic book and sports card industries.... We had our best year last year.

Beyond Spellfire *and* Blood Wars*, what's your favorite collectible card game?*

I'm really looking forward to the *Battletech* and the Tolkien games. I've played some *Doomtrooper* and enjoyed it. I play *Magic* all the time, and every time a new expansion comes out, I get the cards. I really like the variability of the game.

If card games can be extremely varied in how you put the cards together, that's a gigantic strength. All the games TSR designs will have that feature because it's too good to not include.

Spellfire



Did Spellfire *come out as you envisioned it?*

Exactly. I wanted a card game that was collectible, that had a wide variety of cards...and I wanted it to key into the [*Advanced Dungeons & Dragons*] system, because we have a lot of *AD&D* fans.

How popular is Spellfire *compared to other collectible card games?*

Spellfire, last year, was Waldenbook's biggest game seller, so in the book trade, we were gigantic. In every other trade, we placed second after *Magic*.

Magic is a wonderful phenomenon that is shaping a new industry. We've jumped on the bandwagon big-time.... We're not the phenom, but we're in there and making a name for ourselves.

It's a matter of presenting new material to the marketplace and seeing what consumers do with it. They do buy our cards, though there's a very vocal if-it's-not-*Magic*-it's-junk crowd out there. Some retailers and distributors are also in that crowd....

Any card game has to get over that initial stigma. Every *Star Trek* fan in the world bought the first-edition *Star Trek* cards. It didn't matter what the game was like, and that's fine. We traded in on our *AD&D*-ness....

I play all the card games at least once, so I know what I like, and what's good and what isn't about what's going on out there. I'm positive that *Spellfire* and *Blood Wars*—the rules and the way we put the game together—are the equal of any competition out there.

> "We recognize that [collectible card games are] going to be a new category, but we aren't going to let roleplaying suffer for it."
>
> **— Jim Ward**

How does the fact that it's as easy to use high-powered cards as low-powered ones affect Spellfire*'s balance?*

Our object is to bring out lots of interesting things quickly, and get them. It's a faster-paced game.

There are interesting cards out there that can balance any card.... There is no single combination, or even three or four combinations, that will give you a guaranteed win. The balances and checks of the game are such that we don't ever have a problem with powerful cards coming out that no one can do anything about.

Is Spellfire *a game in which someone who spends a lot of money on the game has a big advantage?*

Absolutely not. Every single booster increases the difficulty and interest of the game. People that have *Ravenloft, Forgotten Realms,* or *Dragonlance* cards will do much better than people who just have the basic set because we're constantly putting new levels into the game.

Jim Ward photo courtesy TSR. Other photos by Harry Peterson Photography. All images ™ & © TSR Inc.

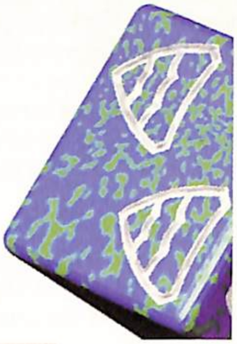
Game Warden

There have been some complaints about Spellfire*'s artwork all being recycled.*

TSR art is the best in the industry. I can understand the collector who doesn't want to see the same piece of art used; he's collecting for individual pictures. But a gamer should love that art. It's hot; it's fun.

We don't get complaints about art from the gamer. We do get it from the collector. They have their point of view, and it's very valid. We love collectors because they buy whole [point-of-purchase displays].

We fixed that in *Blood Wars* with almost entirely original art, and we'll continue to do that. But in *Spellfire*, we want to use art from things that the gamers know. We don't think it's a detriment.



There have also been complaints about printing the edition on the card back.

We've had gigantic debates about this.... Everybody in this marketplace is trying new things. We just want to make sure that the collector never feels gypped and is never confused about the cards he's getting





"There's never been a collectible dice game. In **Dragon Dice**, you can build your own armies, much in the way that miniaturists build armies with toy soldiers."

— Jim Ward on *Dragon Dice*





Blood Wars and Beyond

And now you have Blood Wars.

In *Planescape*, we have literally millions of creatures and interesting battle scenarios. That's what *Blood Wars* keys into: fighting in the planes.

So far, we've had tremendous success. We sold out before we shipped, and that's always a nice feeling.

How was the process different from Spellfire*'s?*

Basically, the *Spellfire* game came out very quickly, and it was a game that we aimed at all of our *AD&D* audience. The *Blood Wars* game we aimed at primarily our *Planescape* audience, that we have thousands and thousands of players of. Because of that, we had a smaller focus, and I think a smaller focus gave the game better play.

What future plans do you have for Blood Wars *and* Spellfire*?*

Spellfire we end this year. We have a two-year cycle on our card games: we give 'em two years and put out expansions every quarter. In *Blood Wars'* case, we're gonna have a convention every quarter for a year and a half, and then we go on to other things.

Why's that?

One of the aspects of card games is the collectibility. If you stop printing it, then something becomes more collectible.

Look at the bigger companies, the Milton Bradleys and the Parker Brothers. Most of their games have a one-year lifecycle, and then you have to go to collector shops to get the products.

This [finite lifecycle] is an unusual thing for the marketplace, and we think it's healthy. We're continually looking over that ridge for the next big thing.

Dragon Dice

Tell us more about Dragon Dice.

It's due out in August. In *Dragon Dice*, you roll dice, and each die is an army of creatures in a fantasy world. You're trying to take over land chunks in the form of dice. It's a fast game of dice rolling. There's over 90 different kinds of dice, and each box has 18 dice, so you get a different set of dice with every box.

It's an expandable game. You can have a whole dwarf army or an elf army or whatever. The expandability and the rolling of

DRAGON DICE

TSR's latest game could be a hit—especially if players can find a way to store thousands of dice and still have room to breathe.

the dice, we think, is going to be a real popular theme through the end of the year.

You're planning expansions for that too.

Absolutely. The first kicker pack is an expansion of monsters and humans. The second features lava elves, and the third has a collection of undead creatures. So we've got lots going in the dice area.

How did Dragon Dice *evolve from an idea into a reality?*

Last year, a man came to us from Europe with an interesting dice concept. You could pop out the face of the die and plug in new faces. We thought that had interesting game possibilities. We talked to him about doing a game, but we couldn't resolve philosophical differences. We said, "OK, we can't have removable dice faces. Let's do a dice game without removable faces."

So *Dragon Dice* was born, going from an interesting dice idea to a normal dice idea with a new twist to it. There's never been a collectible dice game. In *Dragon Dice*, you can build your own armies, much in the way that miniaturists build armies with toy soldiers.

Why do you think it's going to be a popular game?

It has card elements in it in putting together your own army. It has miniatures elements in it, so it's going to appeal to the miniaturist. It's a fun fantasy game—it plays really quick—and people love to roll dice.

History

How did you get involved with TSR?

I met Gary in '74, and he taught me how to play *D&D*. I said, "Gary, we have to have a science fiction version of this." He said, "Well, why don't you write it?" So I did, and *Metamorphosis Alpha*, the first science fiction roleplaying game, was born....

Until 1980, I did developmental and editing work for TSR while I was teaching history and English at a small high school... In 1980, I started with TSR and did lots of freelance projects for them while working in the sales department, then the book department, and then in marketing.

In 1984, I left TSR for a while. During that time, we invented the one-on-one book. This allows two people to play a game together while they read their books....

I came back in '86 into R&D [research and development]. From then till now, I've been in R&D and into marketing, and now I'm head of the R&D group again.... It's where I think I belong.

How has TSR changed since its early days?

It's a business now. We don't do products anymore just because we love them.... There were a lot of wargame and roleplaying products that were done that should have never been done.

We want to appeal to as many people as we can when we make products.... It's our greatest strength because we do not do things that upset parents, but it's a weakness because there's an element of players out there that we don't get because they think we're too Walt Disneyish.... We don't tell them how to roleplay. We just present products that aren't as hard-edged as some of our competition's.

You write novels these days.

Too many to count off the top of my head. My latest trilogy—the *Pool* [*of Radiance*] books based on SSI's computer games of the same names—came out last year, and they've just been translated into Japanese and French. All the others were game books. My first was *Light on Quest Mountain*, a *Gamma World* game book. I did a Conan, a Marvel Wolverine one, and lots of others.

What kind of books would you like to write in the future?

I really like holocaust stories, so I know there's a couple novels there that I have to do. My big dream is to do—and this sounds really silly—an Arthurian legend trilogy that doesn't have an unhappy ending.... All that bad stuff happened, but *then* there's another chapter yet to be seen where Arthur grabs Guinevere out of that convent that she's in.

TSR Today

How did TSR grow into the corporate juggernaut it is today?

We hear what the fans are wanting and what they're liking and not liking, and we respond to them. That's probably the biggest factor.

We're also lucky in that we were the first.... Some people have grown up playing our material, and now they're teaching their sons and daughters to play, too.

Exactly how does TSR stay in touch with its fans?

We do a little bit of everything. We do lots of conventions where we send our designers and editors and our sales and marketing people out to work the conventions and do seminars and talk to the people....

We're on three different on-line systems. On America Online, we have our own big bulletin board area. We believe bulletin boards are a big deal...so we're getting more of a major presence there.

Fans love to write us, and we read every single letter that comes into this building.... We're doing five hardbounds this year, and that's how they were made: by reading the letters from people saying, "We do this in our game. Why don't you guys do it, too?"

What sort of games do the employees play?

At lunch time right now, they're playing *Axis and Allies*, and they're playing some *Star Frontiers*—that's an old game that we did. They're playing a lot of *Blood Wars* and *Magic: The Gathering*.

I really encourage my people to look at other people's products. We want to stay ahead of the competition, and the only way to do that is to know what they're doing.

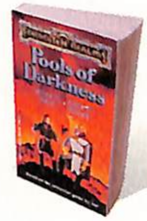
What's the atmosphere at TSR like?

It's pretty friendly and open.... We have all the editors and designers upstairs in Cubeland, as we call it because each one has their own cube. Each group gets together once a week for meetings, and after

Jim's Handiwork



Light on Quests Mountain



Pools of Darkness



AD&D Legends & Lore



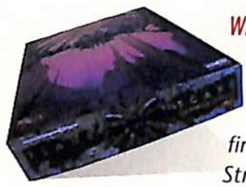
AD&D Strongholds

the meetings, they have play-test sessions in which they play-test either their products or other people's products....

[TSR President] Lorraine Williams is very concerned about morale. Creative people are sensitive souls. They need a lot of care and attention, just like flowers, and they get it here.

"We are hardly ever late with product, and we're never late with major product. That's one thing that keeps us far ahead of the competition."

— Jim Ward



What are your favorite games to play?

I really like *Battletech* from FASA. I really like *Metamorphosis Alpha*, but I hardly ever get to play it any more. I'm playing an awful lot of *Spellfire* right now.... There's a computer game called *Stronghold*, that our licensee SSI put out, that I've wasted far too many hours on. And there's a board game called *Quo Vadis*, which is kind of a political, fast-talking game, and I've played hours of that.

From the deepest dungeons to the furthest planes, adventure in TSR's countless worlds.



Jim's Job

What's your job at TSR?

As of August '94, I'm vice president of creative services. Creative services here at TSR is our R&D group.

I'm responsible for the schedules and for the TSR line. Every year at TSR, we have a line review for the next year or the year after. In May, we're going to review the products we want to do for 1997.... We try to make products that will interest people in the year or years to come. We got done with '96 in December, and we're starting to write those products now.

Do you brainstorm for new ideas, or is your job to bring other people's products to fruition?

TSR has product groups, each in charge of certain trademarks. Tim [Brown] watches these groups to make sure their products come out on time. I watch them to make sure the products are as creatively interesting as possible.

We are hardly ever late with product, and we're never late with major product. That's one thing that keeps us far ahead of the competition.

What's a typical day like for you?

Today, I've got a lot of questions to answer about *Spellfire*, and I have to work on the rules for *Dragon Dice*.

Dragon Dice is our big new game for August, and we want the game to appeal to a wide audience, so right now we're working on the vocabulary of the game. We did a reading-level review, and it was 12th-grade reading level. That's quite high for a game.

Milton Bradley works for a 7-year-old's reading level when they do their rules. We want it to be about ninth grade.... You're not talking down to your people, but the rules then become easier to read.

No one these days wants to spend a lot of time reading rules. They want to read the rules for 20 minutes, and then they want to play the game.

Competition

Wizards of the Coast has had amazing success. How does it feel to have a true competitor?

We love competition. It spurs us on to greater efforts. For a long time, we didn't have any, and we unfortunately still don't have any competition in roleplaying. This tells us that this new category is a force to be reckoned with, and we have to work a little harder and maybe in new ways to keep the attention centered where it belongs.

TSR has no competitors in roleplaying?

I didn't mean to say that—it sounds really egotistical. Our sales are stronger than anyone else's, but I think there's a lot of competition in terms of quality. There are five or six companies out there whose best is as good as our best.

How has TSR managed to stay ahead of the competition?

We've spent a great deal of time, money, and marketing questing, if you will, to find out what that new gamer is like and needs. We believe if we get 100,000 people to buy a game, we'll get 50,000 of those to continue playing. Ten years down the road, we'll have 10,000 still playing and buying games....

We have seven different fantasy trademarks.... You're casting your line out with different kinds of bait to appeal to different kinds of people.

Anyone who likes horror has a good chance of liking our gothic horror line, *Ravenloft*. *Forgotten Realms* is our heroic, hack-and-slash world where you bash down the door, you kill the monster, and you find the treasure. *Dragonlance* is kind of our high soap-opera game in which honor and glory mean much more than treasure.

Last question: What's the most exciting prospect that's still in the initial stages of development?

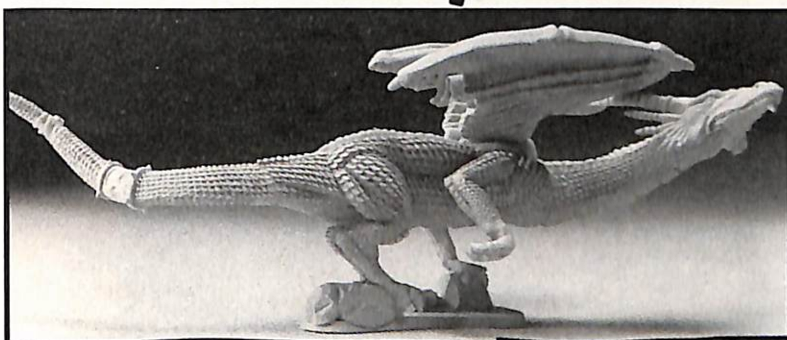
How can I do this and not give anything away to the competition?

A new form of roleplaying, based on an old TSR trademark, that we're going to have come out in '96. It will allow you to roleplay in a whole new interesting way that's never been seen before.

Matt Forbeck is a freelance writer and game designer (aka "writer of fortune") who's been published by more companies than he cares to count. He and his extremely understanding wife live in Ann Arbor, Mich., where they sometimes dream of warmer climes.

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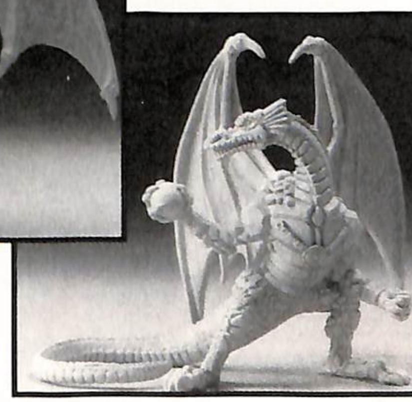
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11-577
Red Dragon
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Takhisis, Queen of Darkness



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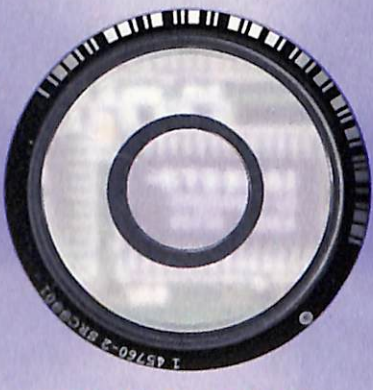
InQuest

CONTEST

Win the MICROPROSE® Magic computer game!

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One fan hits it big and takes home an IBM-compatible CD-ROM drive and a copy of MicroProse's *Magic: The Gathering* computer game!

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You've been hearing about it for months now, and the much-ballyhooed ***Magic: The Gathering*** game is finally ready to ship. But your pals over at **MicroProse** and ***InQuest*** know that alla that ***Magic*-related** stuff sells real quick, so we've teamed up to make sure you can get your grubby li'l paws on it. Since the prizes we're giving away are **mondo cool,** you've gotta be wondering what **hoops** we're gonna make you **jump through** to **win.** But y'see, you have to do **next to nothing** to enter this **sweet contest!**

Just fill out the official MicroProse *Magic InQuest* contest entry form below, slap it in an envelope, and mail that baby off to:

MicroProse *Magic InQuest* Contest
c/o Wizard Press
P.O. Box 118
Congers, NY 10920-0118

Legal Fine Print That Nobody Ever Reads

No purchase necessary. Contest is open to anyone except employees of Wizard Press, MicroProse, their immediate families, and whomever uses state-of-the-art computer technology to play Channel/Fireball. You should be beaten with a typewriter. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry to MicroProse *Magic InQuest* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. All entries become the property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. The *Magic* computer game should be neatariffic, but hooking up an external CD-ROM drive to your computer could really byte. All entries must be received at contest headquarters by **July 31, 1995**. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The winner will be chosen on August 15, 1995, by Wizard Press. All decisions are final, so don't give us no lip or nuthin'.

For a list of winners, available after August 15, 1995, send a stamped, self-addressed envelope to MicroProse *Magic* Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *InQuest*!

Contest Entry Form ▼

▼ Official MicroProse Magic InQuest

This contest **expires July 31, 1995**—quit tappin' your mana and **get movin'!**

My Name: ______________________

Date of Birth: ______________________

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Address: ______________________

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CONTEST

Casting Call Part II



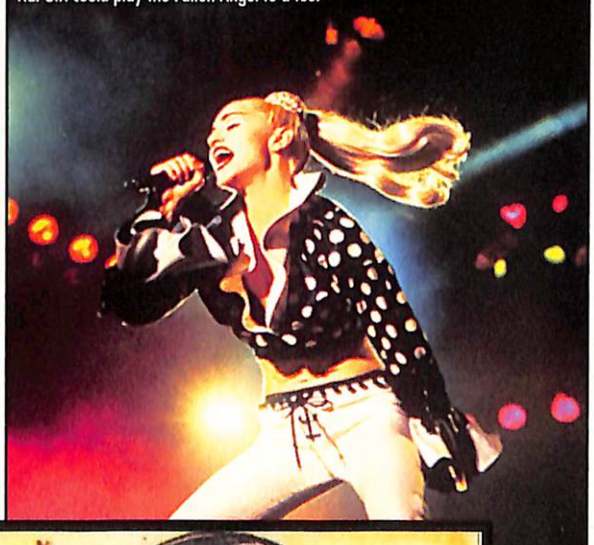
InQuest casts the Magic: The Gathering™ movie. The Bad Guys

By a bunch of *InQuest* staffers

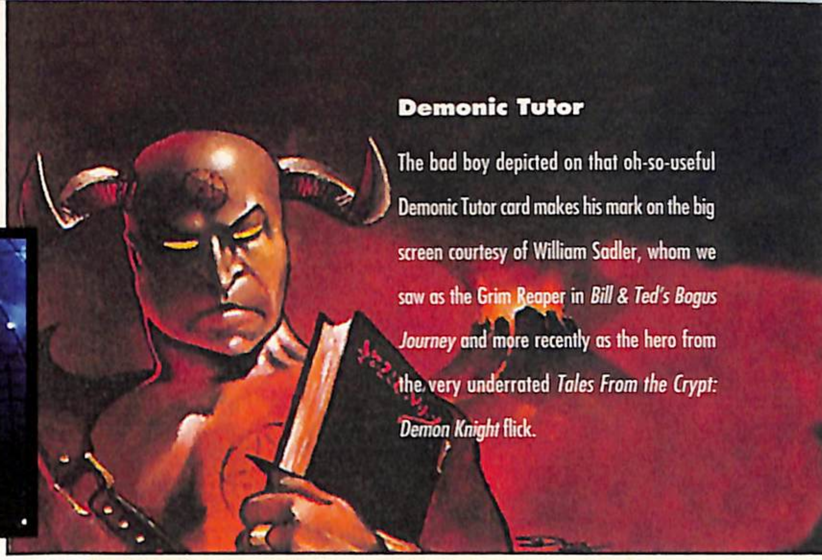
Last month we listed who we thought should play the good guys if they ever made a *Magic* movie. We're back this month to cast the villains of this epic flick. While alla this is just mindless fun and doesn't represent any real *Magic* movie being made, we think you'll get a kick out of it nonetheless. So sit back, grab some nachos, and, as they say in Tinsel Town, roll 'em!

Fallen Angel

Though all movies with Madonna in 'em suck, we've got faith that the Material Girl could play the Fallen Angel to a tee.





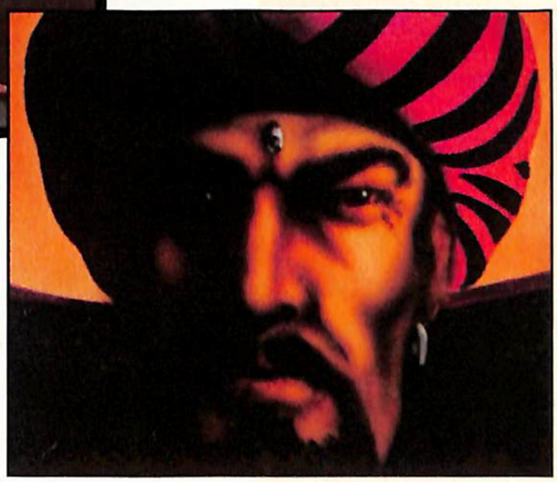




Demonic Tutor

The bad boy depicted on that oh-so-useful Demonic Tutor card makes his mark on the big screen courtesy of William Sadler, whom we saw as the Grim Reaper in *Bill & Ted's Bogus Journey* and more recently as the hero from the very underrated *Tales From the Crypt: Demon Knight* flick.



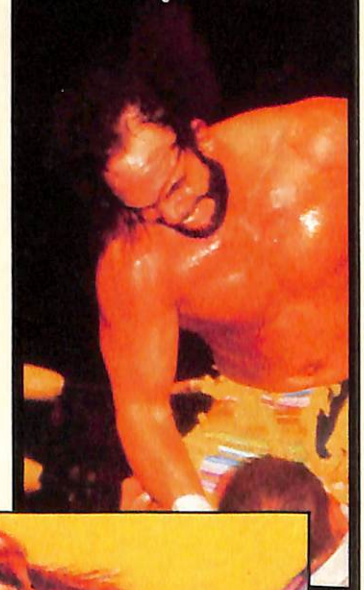


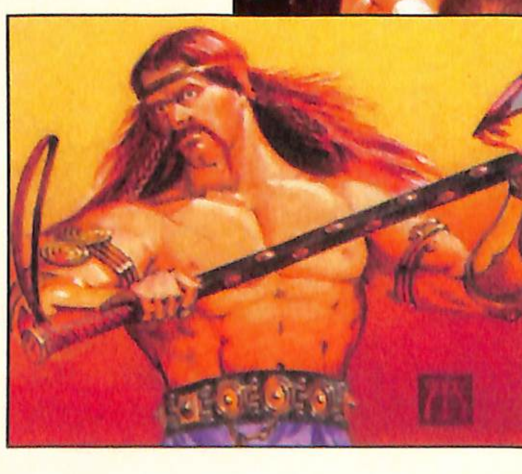
El-Hajjaj

The turban-wearin', stoic-lookin' El-Hajjaj would be played by Maximilian Schell, who starred in *The Black Hole* and *The Chosen*.

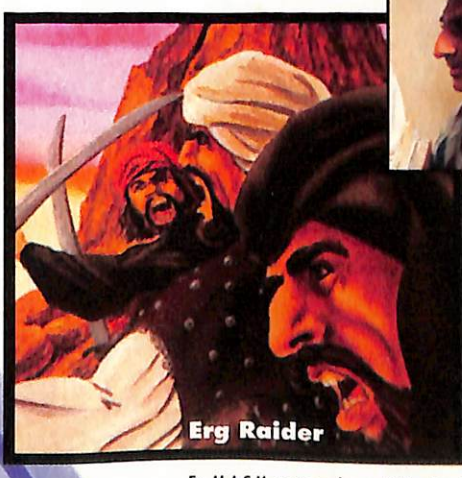
Ærathi Berserker

"Snap into a Slim Jim!" Playing the part of the rampaging Ærathi Berserker is the smoked-beef-lovin' pro wrestler Randy "Macho Man" Savage.









Erg Raider

Ex-*M.A.S.H.* cast member and Mars bar lover Jamie Farr would pick up the robes of the "Must...attack...every...turn!" Erg Raider.

Fire Elemental



Who better to play the fiery Fire Elemental than the blisteringly hot Morgan Fairchild, whom you know best from her roles on the steamy TV soap *Flamingo Road* and the film *The Seduction.*







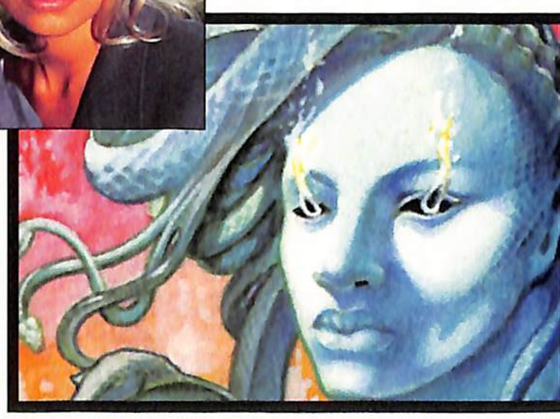
Hasran Ogress

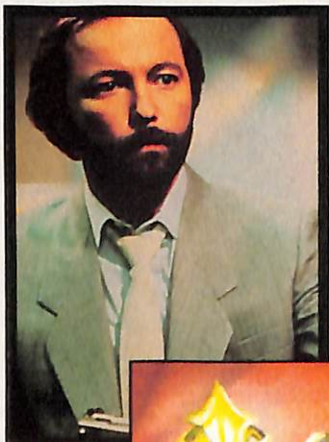
Though it's not what you'd call a plum role, *Cheers'* Carla, aka Rhea Perlman, would make a perfect Hasran Ogress.



Infernal Medusa

The Medusa was said to be so ugly its gaze would turn you to stone. Well, *Baywatch* star Pamela Anderson is so beautiful her gaze will, uh, turn you to stone. Bingo!



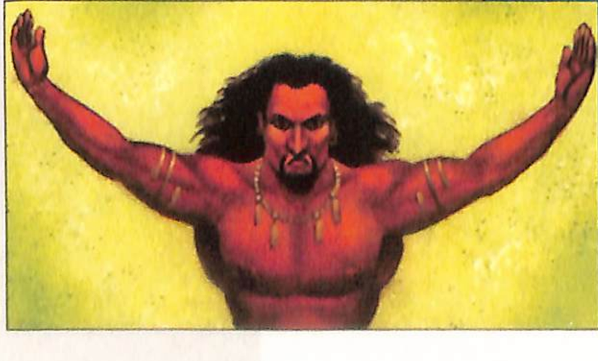


Boris Devilboon

The legendary Boris Devilboon comes to life thanks to Ruben Blades. You know him from *Predator 2* and *The Super.*



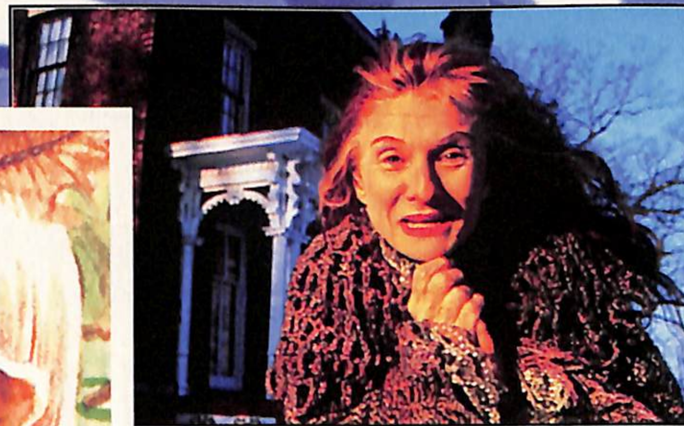




Mijae Djinn

"Hey, yo, youse guys spelled genie wrong." Mmm-hmm. The role of the "Heads you win, tails you lose" Mijae Djinn goes to Sylvester Stallone, whom we all know and love as Rocky, Rambo, and, more recently, Judge Dredd.

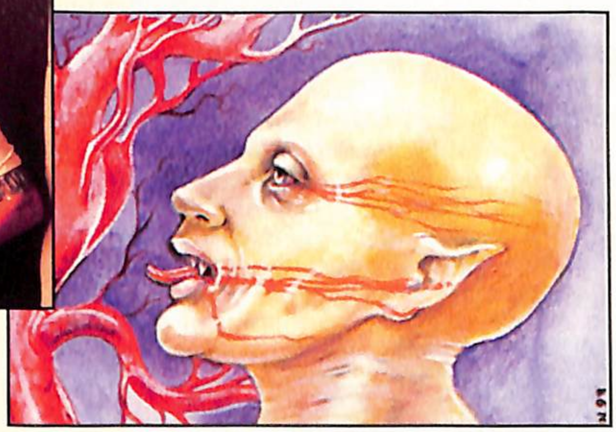




Scarwood Hag

Best known for her roles in *The Beverly Hillbillies* and a bunch of Mel Brooks movies, we chose Cloris Leachman to tackle the role of the highly underused Scarwood Hag. (Boy, if they were fans before, Rhea Perlman and Cloris Leachman sure ain't *InQuest* fans now.)

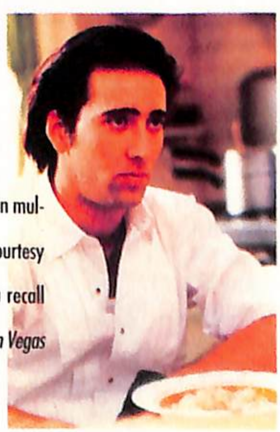




Sengir Vampire

Playing the very awesome (and very bald) Sengir Vampire is the way-cool Ben Kingsley, known widely as Gandhi, and more recently seen in *Dave* and *Death and the Maiden.*





Syphon Soul

One of the most useful cards in multiplayer *Magic* comes to life courtesy of Nicholas Cage, whom you recall from his roles in *Honeymoon in Vegas* and *Moonstruck*.

And that **wraps** up our little ***Magic: The Gathering*** movie production. If you had as much fun readin' this stuff as we had slappin' it together, jot a note and let us know. After all, what's a great **flick** without a sequel? (*Highlander* notwithstanding.)

Knowing that oatmeal is the right thing to do and a tasty way to do it, the InQuest *staff does "it" a lot.*

Money for Nothing?

Can *Magic* cards replace U.S. currency?

By John Seals

Photos by Jim and Mary Zubrzycki

(enough consonants for ya, buddy?)

Some people will do anything for a buck. Across the river from me, in Minneapolis, there's a guy who, for a fee, will pick up all the dog poop from your yard each week. I, on the other hand, have high standards when it comes to what I'll do for cash.

So when the frenzied folks at *InQuest* said, more or less, "Hey Seals, do ya wanna make a fool out of yourself? We'll pay ya!," of course I accepted. I mean, a big guy like me's gotta eat.

The deal is this: those *Magic: The Gathering* cards you're holding in your little fingers are gaining value like crazy. Prices of some of these little beauties are over the "magic" $100 mark. The staff at *InQuest* wondered, and got me to find out, if these values meant anything in the "real world."



The McBurger's manager is not impressed by John's plight. John ups the ante, to no avail.

I was to take a bunch of *Magic* cards around to different businesses, accompanied by hard-working—and slightly embarrassed, I'm sure—photogs Jim and Mary Zubrzycki (pronounced Smith), and see if anyone would trade real goods and services. I give you a Goblin Balloon Brigade, you give me a hot dog. Got it? Good, let's do it.

The first place we tried was the neighborhood McBurger's. It was early, and we were thirsty, so I decided to see if I could pick up three hot cups of coffee in exchange for three cards with a market value of about a dollar each. Since a cup of joe was about 69 cents American, I figured we were a shoo-in. Wrong.

As soon as Jim and Mary pulled out the SLRs (their cameras, game boys), the Mickey B employees freaked. In about 15 seconds, a manager was upon me demanding an explanation.

"Why?" he asked.

I was stumped. But I managed to stutter out an explanation anyway.

He just smiled at me.

"OK, I'll up the ante," I said nervously. "Two $1 cards for each cup of coffee. And I promise not to sue you guys if I spill it."

"Why?" he asked again.

I tried my best to explain the subtle nuances of what I was trying to achieve. He didn't budge. Frustrated, we headed down the street to Burger Palace.

Burger Palace may have beat McBurger's in recent taste tests—although I can't figure out why these so-called "taste tests" never track down a real burger chomper like me for an opinion—but Burger Palace is no more interested in trading *Magic* cards for java than McBurger's. This time, we avoided the manager, but the cashier, wearing Madonna's concert radio headset, was not in the mood to barter.

"I don't think so," he said.

"But there's Remove Enchantments *and* Reverse Polarity cards here," I implored.

"I don't collect them, and that'll be $2.79 for the coffee."

"But what if I spill that *hot coffee* by accident," I said, raising my eyebrows knowingly.

"Sorry, not interested."

I paid up with real greenbacks and we moved on.

Just so the rest of you know, out here in Minnesota the winters are rough. We do a lot of things indoors, like baseball, football, and even soccer (shudder). One of the other things we're forced to do indoors is tan. When you only get about 45 minutes of sun a year, you do what you gotta do.

So we sauntered over to Ray's Tanning Salon, prepared to wheel and deal for some of those precious ultraviolet rays

Uncle John's Patented Side Note™ No. 1:

I know the phrase "real world" is scary for all you game players out there, but sometimes it isn't bad. If you spend enough time in the "real world," you might meet a nice girl or something. Try it!



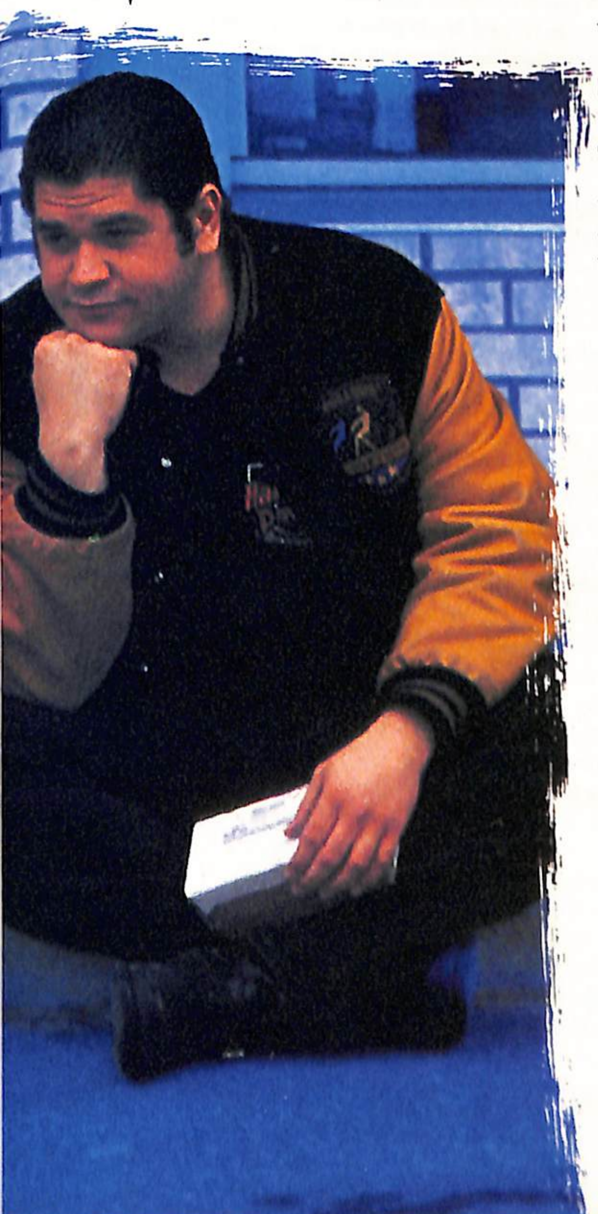


A seemingly sure hotbed for *Magic* lovers, the local convenience store once agains stymies John and his weary travelers.



Hey, I can see through things!

Nobody said it was going to be easy. Cards in hand, John sits curbside pondering his next move.



that are so rare in the Great Northwest.

Phil, the amiable clerk, was taken aback by all the photo equipment Jim and Mary had and by their less-than-successful attempt to appear nonchalant in the roughly 6-foot-by-6-foot office.

(Hey, don't worry, people's names have been changed to protect us from legal hassles.)

Phil was sort of confused by the whole deal.

"A magazine about cards?" he asked.

"Not just about cards but gaming too," I amplified.

Nice as he was, Phil couldn't trade any tanning, even when I offered a Mind Twist, value $6, for a half-hour of tanning, value $4.50 plus tax. He did show me a tanning bed and let me try on some cool yellow goggles, though.

On the way out, I tried to stuff a Fungusaur card into one of those "on your honor" candy displays in order to score a pack of M & Ms, but the slot was too small.

We were beginning to think no one would trade these cards for anything of value. I thought about offering a Helm of Chatzuk to a guy we saw drinking from a brown paper sack at a bus stop, then decided that this was a line I didn't want to cross. Yet.

Next, we strolled into a neighborhood corner convenience store, the kind usually staffed by pimply, overweight high school students. I figured—and don't take offense here, gentle reader—these guys would be likely to trade for *Magic* cards!

To my chagrin, the cashier was an older, sour-faced lady who wasn't interested in swapping an Air Elemental for a couple of packages of "low-fat" (yeah...right) Twinkies.

She was aided in her refusal by her husband, who was, in my humble estimation, about 350 pounds. There was also some other smelly guy in an even smellier trench coat who looked ready to pull out an Uzi and spray the place with bullets at any moment. Geez, isn't the post office open on Saturdays?

Discouraged, we analyzed our strategy. Where could we go to find people likely to know what *Magic* cards were? A place where the clientele would appreciate what we were trying to do. A place where game heads would drool at the chance to get their mitts on the hottest thing since nine-sided dice...

"The arcade!" I shouted. "Let's go to the arcade!"

So we went to a mall. Since certain things are best forgotten—our visit to this mall being one of them—we'll just call it Anymall, located somewhere in Anytown, Minn.

When we arrived at the Anytown Arcade, Brian, the incredibly crabby and apparently angst-ridden clerk, was not only rude but practical as well.

"Trade cards for tokens? Even if I could I wouldn't. Tokens aren't real money either."

As Jim and Mary snapped away, he started waving his arms. "I don't want my picture in no damn magazine, either!" he added.

It was this commotion, along with the popping flash bulbs, that attracted the mall's resident 4-foot-6-inch security guard. He came up to me and asked what I was doing. I squinted at his bat-

tered nameplate, but the only letter I could make out was "L." After hearing my story, he decided it was time to enforce an obscure mall ordinance.

"You're going to have to leave," he said between mumbles into his walkie-talkie. "No photographs without prior management approval."

"You're *kidding* me," I protested.

"No, I'm not," he said, fingering his can of Mace.



Our hero, John, gets hassled by the Man and some lame, no-fun punk we call Brian.

Uncle John's Patented Side Note™ No. 2:

OK, kids. This just goes to show you that the world is full of cranky jerkwipes like Brian and his buddy "L." The best thing you can do is just ignore them. Or figure out a way to piss them off even more in return. So the least I can do is convince the *InQuest* staff to run Brian the arcade attendant's picture anyway. Hey Brian, lighten up!

We gathered up our gear and walked, heads down, to the parking lot.

Looking dejectedly at Mary and Jim, I opined, "I must be the oldest guy in history ever to get kicked out of an arcade."

Both of them had a look in their eyes that seemed to say, "I wonder if we can renegotiate our price for this?"

Our next stop was Computerville, where the clerks were more worried that our pictures had caught one of them without a tie and that their boss might see it.

"Relax, does your boss read *InQuest*?" I asked.

"*Starquest*?"said the clerk.

"No, *InQuest*, *InnnQuest*," I replied, beginning to wonder if it wasn't too late for *me* to renegotiate my fee.

"I guess not," said the tieless guy nervously.

"See, nothing to worry about," I replied. "What do ya say, one Jandor's Ring and one Jandor's Saddlebags, street value 20 bucks, for that funky pink Itza Remote universal remote?"

"No can do," he said.

"What if I up the ante? I'll throw in an Orcish Artillery and a free Resurrection," I countered, figuring anybody can use a free Resurrection.

"You could try all day and I still couldn't do it," he said, adjusting his tie.

"is that a clip-on?" I asked.

Six places and absolutely no one was willing to give me anything. Could it be that these cards have no real value? Could it be that price guide prices are bogus? Could it be that you should play the game, trade the cards, and forget about how much they're worth? Say, is that Orc General green?

Our next stop was Old Mildew's, a fine local bookstore that actually sold *Magic* cards. Craig, the store manager, recognized the cards immediately and offered to trade.

"A Jandor's Saddlebags and a Jandor's Ring... huh," he said, staring at the cards. "Yeah, I'll trade you for...uhhh...this sack of POGs!"

I was taken aback. If there's anything I think of as worthless in this world, it's discarded milk bottle caps. Why not collect old embossed napkins? Sheesh.

But this was no time to get high and mighty. "Deal," I said, elated to be able to make a trade. Walking outside, fingering my huge sack of POGs, I realized I'd just gotten my nephew's birthday present. At no charge! I started rethinking my stance on both *Magic* cards and POGs.



Maybe our luck had changed. I strolled into a floor-covering shop, Floor Furnishings, and began haggling with sales consultant Mitch over a particularly nice-looking 12-inch-by-12-inch piece of kitchen ceramic tile. The tile cost $5.49, so I proposed a swap for a $6 Lurker card. To my surprise, Mitch accepted.

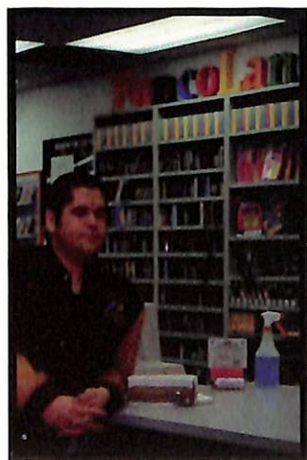
"Sure," he said looking at the card.

Since I can't pass up a bargain, I immediately offered Mitch the whole box if he'd remodel the bathroom at my house.

He politely refused, but agreed to pose for a triumphant victory shot with me.

Flushed with success, I asked Mitch if he knew anybody else who would be "stupid, err, uh, willing" to trade stuff for cards.

"Try Derrick over at the QuickSigns store," he suggested.



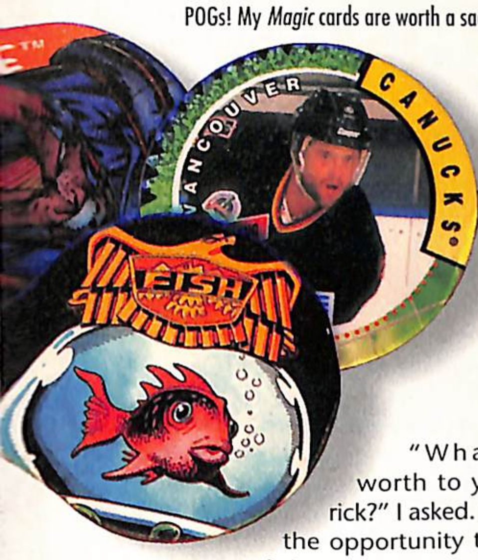
Feeling the heat after five strikeouts and near incarceration, John heads to Computerville.

Burdened with all our booty, we trundled into QuickSigns. Derrick was reluctant to help us out, but, in the Minnesota tradition, was too nice actually to refuse.

He had some poignant commentary on the real value of *Magic* cards, though. "Let me see if I have any junk around here to trade you," he said, going through a stack of posters.

He came up with a sign that said "Twin Cities."

POGs! My *Magic* cards are worth a sack of POGs?!?



"What's it worth to ya, Derrick?" I asked. I sensed the opportunity to make a real deal.

"Nothing, really, the guy who ordered it never came in and picked it up."

I settled on a Wall of Water; Derrick was reluctant to take home "weird ones" to his kids.

It was all downhill from there. Used sports equipment store Dusty Sports refused to swap any number of cards for a cool old catcher's mitt or even a dirty old bike helmet.

"I heard about these cards on the news," said Keith from behind the register. "Some kid in Minneapolis got beat up for these."

It's a sure thing those little hooligans never tried to swap the cards anywhere.

Nearby liquor store The Vineyards also balked at trading cards for anything. Even a $5.79 bottle of Tott's champagne was out of the question.

"No way," manager Joanna said, snatching it from my hands. "I want my champagne back."

"But they're worth a lot of money," I argued.

"Not to me they aren't," Joanna snorted.

And so it goes.

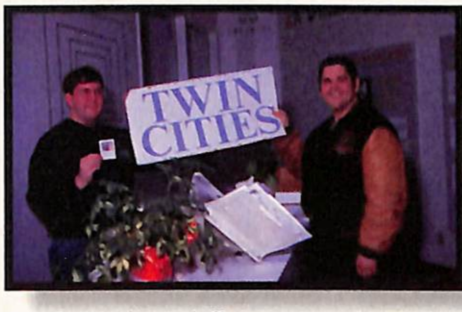
We learned several things from our little exercise.

First of all, in the day-to-day world of business, your *Magic* cards ain't worth diddly. No matter what the price guides say.

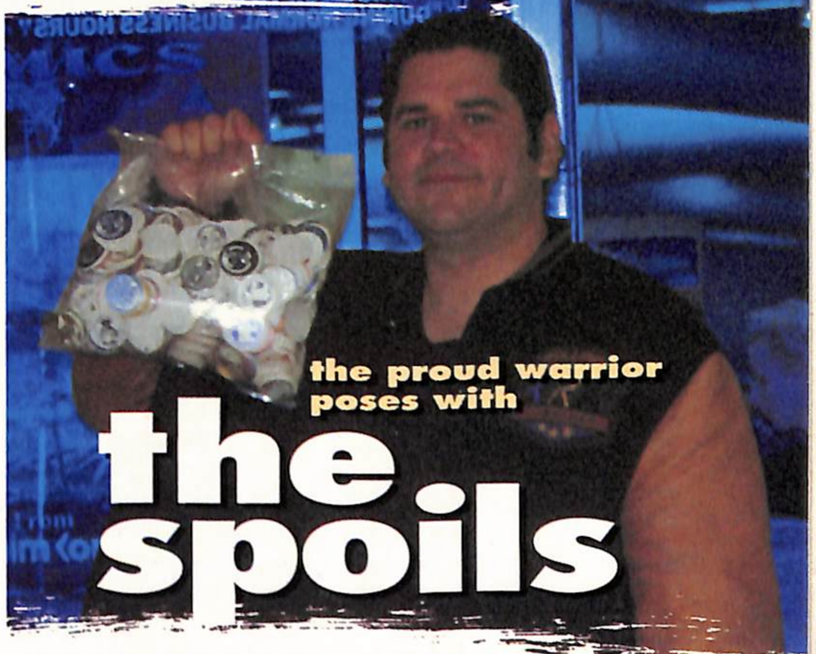
Secondly, some stores, and store managers, are too tight-assed to have a little fun.

Finally, if you collect *Magic* cards and play the game, more power to you. It looks kind of wild to me and I think it might be fun. Don't let anybody tell you it isn't. These cards are meant to be fun. Got it?

John Seals admits to having played Dungeons & Dragons*, but more recently lost in* Risk *to his girlfriend Pam.*



Derrick plays along and offers us some worthless sign. "Deal!" we shout.



the proud warrior poses with

the spoils



John makes his pitch, but Joanna isn't biting. To be honest, few did.



Transmogrify This

Peculiar and powerful uses for some of *Magic*'s more versatile cards.

By Pat McCallum

The element of surprise. It's the most important part of *Magic: The Gathering* (next to having fun and not being a pompous ass). But in a day and age with herds of *Magic* players who can recite from memory every card by color, casting cost, and power, it seems harder and harder to catch your opponents with their pants down.

Perhaps you're not looking at your *Magic* cards the way you should be. Odds are you've seen many cards played only one way—but that isn't necessarily the only way to use those cards.

While some *Magic* cards are better than others, the best cards have multiple uses. One of the most underused cards—despite being superuseful and versatile—is Ashnod's Transmogrant. It's a neat li'l one-casting-cost artifact from *Antiquities*; tap and sacrifice it to make a target non-artifact creature an artifact creature with a +1/+1 counter until the end of the game.

Sound neat? It is. Yet in those rare instances when I've seen it used, it's always used prematurely and comes nowhere near its full potential. A player will cast it, then immediately sacrifice it to boost a creature. Mildly effective, but oh so predictable.



Hope Ashnod never had any pet hamsters. . .

Since its ability can be used as a fast effect, don't use it right away unless you desperately need it. Let it sit. Your opponent should promptly forget about that "stupid" card. And that's when the fun begins.

Now think about it. The Transmogrant's power is a fast effect, and can target almost any creature. If used properly, this card can be the death knell for your opponent! At any time, a non-artifact creature can become a +1/+1 artifact creature! Think of the possibilities!

"Ummm...I can make my Serra a 5/5 and attack. That's good, right?"

No. Well, yeah, a 5/5 Serra's good, but too predictable. Your opponent will see it coming and begin planning her demise. To get the most bang for your buck, examine all the properties of the mighty Transmogrant.

TIMING IS EVERYTHING

During combat, after blocking has been declared but before damage has been assigned, transmogrify your creature and add an unexpected +1/+1 to your critter. If used correctly, that should toast your opponent's blocker and keep your creature alive.

Someone just Terror your creature? A fast-effect response that turns your creature into an artifact creature (i.e., immune to Terrors) means your opponent just wasted a very clutch spell.

PRESTO CHANGE-O

Now that your creature is an artifact, what new and exciting things can it do? Well, think about spells that deal with artifacts.

Now that your, say, Serra is an artifact creature, you could Copy Artifact her. Can you say two 5/5 untapping flyers? Both could be healed by the Argivian Blacksmith. Somebody tries to Disenchant one? Just Hurkyl's Recall 'em back to your hand. You'll lose the Transmogrant effect, but Serra'll live to fight again. And what about that nasty Abyss spell? Sacrifice a non-artifact creature every turn? I think not. Ashnod's Transmogrant gets around that, too!

SHARE AND SHARE ALIKE

But hey, the Transmogrant can target any creature—so why not throw it on your opponent's creature?

"But that'd give him a +1/+1 bonus!"

Hey, relax. You'd only do it if you had an ace up your sleeve. Now you can Disenchant or Crumble that trouble-maker, tap it with a Relic Barrier, destroy it with a Scavenger Folk, COP: Artifact it when it attacks—or, best of all, cast Steal Artifact and swipe it. What fun. And your opponent will never see it coming!

THE REPORT CARD

Now do you see why this card is so great? Since it's an artifact, it can fit into virtually any deck, it has a superlow casting cost, it's incredibly useful by itself, and when combined with the effects of other useful cards, it becomes devastating. Overall, an A+ card.

And Ashnod's Transmogrant is only one card. If you sit down and carefully explore all the powers of certain cards, your opponent should find a once-familiar game taking some dangerous, exciting new turns.

InQuest

CONTEST

MAKE IT SO!

As the saying goes, you can't get something for nothing.

How true. If you want to get your grubby paws on that most excellent bridge crew set, you've gotta dig up the weirdest *Star Trek* memorabilia on the planet, photograph it, and send the picture in to us. No Polaroids, please—and remember to focus! If you're no Ansel Adams, you can send us an ad picturing the product. Hell, we'll even take shots of vaguely *Star Trek*-related items like William Shatner record albums and DeForest Kelley home enema kits. There's only two rules: it has to be weird, and it has to be a real product. No homemade junk.

So after you've scoured the planet photographing the cream of the weird *Star Trek* crap crop, fill out the Official *Trek* Dreck *InQuest* Contest Entry Form, attach it to the back of the picture or ad, and mail that baby off to the address down yonder. Then pitch a tent and wait.

"IF I COULD WIN THIS SET, PERHAPS SOON WOULD BE THE DAY I DEFEAT THE FOUL-SMELLING PICARD. I MUST SUMMON MY AIDE TO RETRIEVE MY CAMERA."



"YANICK, MY FRIEND, IF WE COULD GET THE COMPLETE SET, WE WOULD BE FEARED ACROSS THE UNIVERSE FOR THE WALNUT-SHAPED MOOSEHEADS FROM THE SEA THAT WE ARE."



"OOOOH...TO HAVE THAT BRIDGE CREW SET. HMMMM. IT'S SOOO HOT!"



GRAND PRIZE (ONE WINNER)

One grand prize winner walks away with a set of the *Star Trek: The Next Generation* bridge crew from the *Star Trek: The Next Generation Customizable Card Game* white-bordered edition from Decipher. You get Picard, Riker, Geordi, Crusher, Data, Troi, Worf, and (eeyuch) Wesley. Heck, we'll even throw in the Enterprise D card so your crew won't explode in the cold, lifeless void of space.

"HEY, YOU MEAN I CAN WIN ALL THESE BORING PLANET CARD THINGS?!?" NO, NO, NO.



STAR TREK THE NEXT GENERATION®

Contest sponsored by

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Trek Dreck *InQuest* Contest

c/o Wizard Press

P.O. Box 118 Congers, NY 10920-0118

Contest Entry Form ▼

▼Official Trek Dreck InQuest

This contest **expires July 31, 1995—** so go to *MAXIMUM WARP!*

My Name:

Date of Birth:

Phone: ( )

Address:

City:

State:

ZIP:

CONTEST

THE KOBAYASHI MARU

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and the creative "geniuses" behind *Voyager*. The cook can walk on the bridge and serve *hors d'oeuvres*? That show bites. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a 3-by-5-inch index card and attach it to your photograph of or advertisement picturing weird *Star Trek* crap. No Polaroids or blurry photos will be accepted. Enter as many times as you like. Mail each entry to *Trek* Dreck *InQuest* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prize will be awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. All entries must be received at contest headquarters by July 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The winner will be chosen on August 15, 1995, by Wizard Press based on creativity and originality. All decisions are final. Anybody who sends us lame stuff gets a swirlie.

For a list of winners, available after August 15, 1995, send a stamped, self-addressed envelope to *Trek* Deck *InQuest* Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *InQuest*!

The Mishra-Urza War

The brothers bash it out with artifacts from a lost age.

By Michael Searle

Mishra and Urza knew not love, only hate.

Trained by the sorceress Tocasia in the Kher Ridges of Argive, the brothers grew up as rivals. Though equally endowed with magic, each craved what the other possessed, and more.

As they grew older and surpassed their mentor's abilities, the brothers moved out into the world, seeking more and more power. Urza enslaved the eastern half of the kingdom, including the cities of Kroog and Yotia, and enlisted the aid of his powerful apprentice Tawnos and his former teacher Tocasia. Not to be outdone, Mishra conquered the western half of the continent, from the city of Zegon to the College of Lat-Nam, allying himself with his lover Ashnod and the scholar Hurkyl.

Ironically, the brothers' showdown took place in neither's domain. The isle of Argoth paid the final, cataclysmic price. To this day, Argoth's devastation stands as a lasting testament to the brothers' hatred—but legend has it that their fates were never determined.

Perhaps their lives remain entwined, and they struggle endlessly among the plains of the Multiverse. Two brothers of the same flesh, living only to see the other's death...

How To Play

Tell me it wouldn't be cool to play Urza in the battle to end all battles! For that matter, how about playing around with some of Ashnod's bizarre equipment or being in charge of Tawnos' vast arsenal?

Well, now you can do just that. Here's our *Magic* variant, for use with the *Antiquities* expansion set. If you don't have all the cards, don't worry about it—play with what you've got, use lots of Revised and Fourth Edition cards, wait for *Chronicles* reprints, whatever. Just have fun!

Setup: First, you have to choose two teams of three for Emperor-style play. One side will be Urza (the Emperor) and Tocasia and Tawnos (his Generals), while the other will be Mishra (the Emperor) and his cohorts Hurkyl and Ashnod (his Generals).

Once you've chosen your character, check out the diagram on page 46. If a card appears under your character's name, you must put at least one and at most four copies of that card in your deck. If a card is listed for another character, you can't use it.

To round out your deck, use cards from *Magic*'s basic set (the Fourth Edition, although Revised cards are fine; cards that originally appeared in *Antiquities* are out). You can only use one of each basic card. Why? Because you get more variety that way.

When you're ready to play, pick your seat according to the diagram on page 46.

Emperor Rules: Emperor pits one team against another. The Emperor sits in the middle of his team, while the players to either side are considered Generals. In this version of Emperor, one team goes first (all three players draw at the same time) and makes all its plays. When they're finished, it's the other team's turn. Turns alternate back and forth.

A player may only attack the enemy opposite him; at the outset, Tocasia may only attack Hurkyl, and Ashnod only Tawnos. An Emperor may not be attacked unless one of his Generals has been eliminated. If Ashnod eliminates Tawnos, Ashnod, and only Ashnod, can attack Urza. Mishra can still support his General, but he cannot attack Urza unless Ashnod falls.

The Emperor can do a lot of special things. He can look at his Generals' hands, discuss strategy, and coordinate the play of cards. A General, however, cannot look at anyone's hand but her own.

The Emperor can also pass creatures to his Generals. The first turn an Emperor summons a creature, it must stay in his territory; however, anytime after it becomes "active" the following turn and as long as it's untapped, he can send that creature over to a General. Passing a creature does not tap it, but does give it "summoning sickness"; it may be used for defense, but can't attack or use special abilities that require it to tap.

Passing can be done any time during your team's turn. Should a General die in defense of her Emperor, any creatures owned by the Emperor return to play in front of him, tapped or not as they were just before the General died. Generals may not pass creatures to each other or to an Emperor, even creatures that were originally summoned by that Emperor.

Spells or effects that normally target all opponents, like the Black Vise, may only target a single player, who must be named as soon as the spell is cast or effect generated. If the target player is killed, the effect may not be retargeted; it just hangs out, useless. Emperors can't be targeted by damage-causing spells...unless one of their Generals is knocked out, and then they're fair game. Otherwise, spells and effects are played as normal.

If anything else comes up that's out of the ordinary, play by your own house rules.

Resources: You're fighting a war, and can only draw upon a limited amount of resources. Each player begins with 40 resource points. For each point of mana you use, subtract one point from your available resource total. If you summon an Air Elemental, you lose five resource points, no matter if you tap five islands or three islands and a Sol Ring.

When you run out of resource points, you've run out of supplies—depleted your kingdom, ruined the rain forests, sucked the magic dry—and you can't bring anything new into play until you heal your domain and gain back resource points.

Since resources are closely linked to healing, resource points can be won or lost through life-changing effects. Instead of taking life from cards like Stream of Life or Ivory Tower, you can choose to gain resource points equal to the amount of life that effect would normally have given.

Similarly, damage to players can be used to eliminate resources. Instead of dealing physical damage, a Lightning Bolt or attacking Juggernaut can knock off resource points equaling the amount of damage it would otherwise have inflicted. Upon attacking, you must declare whether you're targeting the player or her resources, because damage done to resources cannot be prevented by spells such as Circles of Protection or a Guardian Angel.

Strategy: The addition of resources changes multiplayer *Magic* immensely. First off, fast mana can speed you early on, but may not be cost-effective in the long run. A Sol Ring can be played quickly, but still costs you two resources every time you use it. A Dark Ritual actually costs you *four* resources (one for the swamp you tap, plus three more for the Dark Ritual-generated mana) for three mana; once again, it may help get something out quickly, but could hurt later on in the game. A Basalt Monolith is terrible—it costs you three when you use it *and* three to untap it, a total of six resources spent for just three mana.

As far as gaining resources go, tapping 10 mana into a nine-point Stream of Life is not cost-effective when used on yourself, though it is a way of "sharing" resources with your teammates. A Healing Salve, however, can be a cheap method of gaining resources—one mana for three resources means a net gain of two resources.

Conversely, a Lightning Bolt depletes someone else's resources even quicker than your own. Remember that if you choose to have Fireballs, Disintegrates, and Hurricanes dissolve your opponents' resources, they don't deal any actual damage, and, in the case of Hurricane,

cost all players the same amount of resources—except you, who lose resources for casting the spell and from suffering its effects.

Counterspell, Mana Short, Paralyze, Power Leak, and so on are all great spells that waste your opponents' precious resources. Watch out for artifacts and enchantments with high activation costs. Jayemdae Tome may get you that extra card, but it gobbles up four resources each time it's used.

Ending the Game: If for some reason, all remaining players run out of resources, then the land has been laid to waste and the game is a draw. More likely, the game will end as soon as Mishra or Urza are killed. Once your Emperor is dethroned, your kingdom has fallen.

Game Setup



TOCASIA

Argivian Blacksmith • Argothian Pixies
Armageddon Clock • Coral Helm
Damping Field • Grapeshot Catapult
Haunting Wind • Onulet
Phyrexian Gremlins • Powerleech
Priest of Yawgmoth • Su-Chi



URZA

Atog • Amulet of Kroog
Crumble • Glasses of Urza • Jalum Tome
Mightstone • Obelisk of Undoing
Ornithopter • Power Artifact • Rakalite
Tablet of Epityr • Tetravus
Urza's Avenger • Urza's Chalice
Urza's Miter • Urza's Mine
Urza's Power Plant • Urza's Tower
Yotian Soldier



TAWNOS

Artifact Blast • Artifact Possession
Battering Ram • Candelabra of Tawnos
Clay Statue • Detonate
Orcish Mechanics • Reverse Polarity
Shatterstorm • Tawnos's Coffin
Tawnos's Wand • Tawnos's Weaponry
Triskelion • Wall of Spears



HURKYL

Colossus of Sardia
Drafna's Restoration
Dwarven Weaponsmith
Feldon's Cane • Gate to Phyrexia
Goblin Artisans • Hurkyl's Recall
Millstone • Sage of Lat-Nam
Strip Mine • Xenic Poltergeist



MISHRA

Circle of Protection: Artifacts
Citanul Druid • Clockwork Avian
Dragon Engine • Gaea's Avenger
Golgothian Sylex • Martyrs of Korlis
Mishra's Factory
Mishra's War Machine
Mishra's Workshop • Reconstruction
Rocket Launcher • The Rack
Transmutation • Weakstone
Yawgmoth Demon



ASHNOD

Argivian Archaeologist
Argothian Treefolk
Artifact Ward • Ashnod's Altar
Ashnod's Battle Gear
Ashnod's Transmogrant
Cursed Rack • Energy Flux
Ivory Tower • Primal Clay
Shapeshifter • Staff of Zegon
Titania's Song



A Fourth of a Seller's Market

Costly *Magic* powerhouses return.

By Douglas Goldstein

The *Magic* Fourth Edition is out.

The Shivan Dragon and Serra Angel are still in. So's the Bottle of Suleiman. But what cards were reinstated? Nobody thought they'd bring back so many—and what they took out may surprise you.

Black

Wizards of the Coast evidently tried to give each color its most powerful creatures, and this is most evident in black. Carrion Ants (+1/+1 with any color mana) is arguably the best creature in the game, which explains the original's $30-$35 price.

Other huge returning creatures are Cosmic Horror (pre-Fourth value: $11), tied with Lord of the Pit for biggest black creature, and with first strike no less; and *Arabian Nights'* useful Junun Efreet ($16), a low-cost flying 3/3.



Kids can see Dennis Franz's flabby ass on *NYPD Blue* and be scarred for life, but Devil forbid they see one librarian with horns!

All reprinted cards will lose value, perhaps as much as one-third to one-half. Who'd want to blow $35 on a *Legends* Carrion Ants except a die-hard collector? Even so, remember that the Shivan Dragon, available in the Revised and Fourth Editions, still goes for $15 or so.

It looks like WotC was hit hard by criticism from old ladies groups upset about satanic references, so gone are Demonic Hordes, Demonic Tutor (!), Contract from Below, Demonic Attorney, and the pentagram on Unholy Strength. Watch for the price on Demonic Tutor to move near $6. It gives you any card from your library, and I've never seen a black deck without it.

Blue

The big creatures returning for blue are a little weird. Time Elemental (pre-Fourth value: $35) lets you unsummon your opponent's permanents. This creature was custom-made for blue's manipulative style.

The Leviathan ($9) from the recent *Dark* requires the sacrifice of two islands to untap or attack with it. That's probably partly why WotC reinstated Twiddle ($6), allowing users to tap or untap anything. Since Twiddle is now common, watch the earlier version's price plummet.

For variety's sake, the nearly useless Sindbad ($10) returns.

Not so useless were the discontinued Clone and Vesuvan Doppelganger. They helped impart a unique, enjoyable flavor, and I think blue is weaker overall without them. Watch for the Doppelganger to hit $20 soon.

Green

Killer Bees (pre-Fourth value: $28) are back! A flying creature (rare in green) that's pumpable with green mana must be in any green deck.

Will the Elven Riders ($12) become new favorites for the greenies? Probably not. Useful 3/3s that can only be blocked by walls and flyers, their casting cost is high.

The Fourth Edition Fog only stops combat damage, whereas the Revised Fog also stopped effects like death-by-Basilisk. We'll all want the old one, but since there are billions out there, don't expect the price to rise.

Most will miss Regrowth, but I'm tired of people getting their Time Walks back. Good riddance.

Red

The fun-to-play Ball Lightning (pre-Fourth value: $12) will have a strong fan following, since it's a short-lived trampling creature that can attack when first summoned (and then dies). The Crimson Manticore ($11) is a pinger, and will be desirable as well. Since Blood Lust ($10) is a commoner now, expect its price to plunge.

Move fast to get the now-discontinued Fork ($15) if you don't have one. Everyone needs its ability to copy any instant or sorcery. Much-sought-after before being cut, its price probably won't sit in the low teens for long.

We'll also miss the 3/3 flying Roc of Kher Ridges, the Kird Ape (apparently too much creature at too little cost for WotC), and the giant Rock Hydra.

White

WotC brought back white's second-biggest creature, the Elder Land Wurm (pre-Fourth value: $13). Everyone likes a 5/5, but this Wurm has a very high casting cost in a color known for weenies, and can't attack until it blocks. Try Angry Mob ($4): it gets bigger on your turn if your opponents have swamps. It can be even stronger with a Magical Hack.

White is arguably the most powerful color, but I guess it wasn't strong enough for WotC! They brought back Spirit Link ($19), giving you life for each point of damage the target creature deals; and Divine Transformation ($16), +3/+3 to creatures (wow!); and the exotic COP: Artifacts ($13).

Artifacts and Lands

The neatest artifact creatures are back. The 9/9 Colossus of Sardia (pre-Fourth value: $20) is smaller than only Leviathan, and is back, along with the scary Triskelion ($13), which can ping three times, and the weird Tetravus ($16), a flyer that can split off into other flyers.

Most expected the discontinuation of the Sol Ring—too much mana too fast. Expect a modest price increase; like the Demonic Tutor, everyone needs one. The Fellwar Stone can't fill its shoes. We're also sad to see the Juggernaut ($2) go. Get some.

We all love to play with Strip Mines ($7), since they're good for destroying Mazes of Ith, and the Oasis' ($6) healing ability is useful, but we've lost the most important lands of all: the dual lands ($6-$7 each). Since it's very difficult to play decks with three or more colors without them, they're as good as gold now and may pass $15 faster than you can say, "I hope the rumors of *Ice Age* triple lands are true."

When the dust settles, we may see a slow-down in the market for cards, excluding cards they'll never bring back—powerful OOPs like Moxes, Black Lotus, and Time Walk.

Since *Ice Age* and especially *Chronicles* are coming soon, many people are eyeing good OOPs like a Twinkie at 11 a.m. Sure you're hungry, but lunch is coming soon. Be especially wary of the Icy Manipulator. It was recently unrestricted for tournament play (so now you can have four of them and still be tourney-legal), and it's rumored to be returning in *Ice Age*.

Douglas Goldstein, production manager for both InQuest and Wizard: The Guide to Comics, has 20 pounds of undigested red meat in his colon.

Farewell, Dear Friends

The following is a complete list of discontinued cards with values from last month and this month. Cards that may become especially desirable OOPs are highlighted.

Name	Last Month's Price	This Month's Price
Artifacts		
Basalt Monolith	$1.00	$1.50
Jandor's Ring	$3.00	$4.50
Juggernaut	$2.00	$5.00
Living Wall	$1.00	$2.00
Rocket Launcher	$2.50	$4.00
Sol Ring	**$2.00**	**$5.00**
Black		
Contract From Below	$2.00	$3.50
Darkpact	$2.00	$3.00
Demonic Attorney	$2.50	$4.00
Demonic Hordes	**$6.00**	**$12.00**
Demonic Tutor	**$2.50**	**$6.00**
Nettling Imp	$2.00	$4.00
Sacrifice	$1.00	$1.50
Blue		
Braingeyser	**$4.50**	**$10.00**
Clone	**$2.50**	**$6.00**
Copy Artifact	$3.50	$7.00
Reconstruction	$0.50	$1.00
Serendib Efreet	$4.50	$9.00
Vesuvan Doppelganger	**$10.00**	**$18.00**
Green		
Fastbond	$3.00	$6.00
Kudzu	$3.00	$5.00
Regrowth	**$2.00**	**$5.00**
Red		
Atog	$0.50	$1.00
Dwarven Weaponsmith	$1.00	$1.50
Earthbind	$0.50	$1.00
Fork	**$12.00**	**$18.00**
Granite Gargoyle	$4.50	$8.00
Kird Apes	$1.00	$2.00
Mijae Djinn	$3.50	$5.00
Roc of Kher Ridges	$4.00	$7.50
Rock Hydra	**$6.50**	**$12.00**
Sedge Troll	$4.00	$7.00
Shatterstorm	$2.50	$4.50
Wheel of Fortune	$4.50	$9.00
White		
Farmstead	$3.00	$5.00
Guardian Angel	$0.50	$1.00
Lance	$1.00	$1.50
Resurrection	$1.00	$2.00
Reverse Polarity	$0.50	$1.00
Veteran Bodyguard	**$5.50**	**$11.00**
Lands		
Badlands	**$6.00**	**$15.00**
Bayou	**$6.00**	**$15.00**
Plateau	**$6.00**	**$15.00**
Savannah	**$6.00**	**$15.00**
Scrubland	**$6.00**	**$15.00**
Taiga	**$6.00**	**$15.00**
Tropical Island	**$6.00**	**$15.00**
Tundra	**$6.00**	**$15.00**
Underground Sea	**$6.00**	**$15.00**
Volcanic Island	**$6.00**	**$15.00**

Let the Good Times Roll

This is a list of the new Fourth Edition additions, where we last saw them, their Fourth Edition rarity, and their Fourth Edition price.

Name	Previous Set	4th Ed. Rarity	4th Ed. Price
Artifacts			
Amulet of Kroog	AQ	C	$0.50
Ashnod's Battle Gear	AQ	U	$2.50
Battering Ram	AQ	C	$0.50
Black Mana Battery	LG	R	$4.00
Blue Mana Battery	LG	R	$4.00
Bronze Tablet	AQ	R	$5.00
Clay Statue	AQ	C	$0.50
Clockwork Avian	AQ	R	$8.00
Colossus of Sardia	AQ	R	$10.00
Coral Helm	AQ	R	$4.50
Cursed Rack	AQ	U	$2.50
Diabolic Machine	DK	U	$2.00
Fellwar Stone	DK	U	$2.00
Grapeshot Catapult	AQ	C	$0.50
Green Mana Battery	LG	R	$4.00
Red Mana Battery	LG	R	$4.00
Shapeshifter	AQ	U	$6.50
Tawnos's Wand	AQ	U	$2.00
Tawnos's Weaponry	AQ	U	$2.00
Tetravus	AQ	R	$8.50
Triskelion	AQ	R	$8.00
Urza's Avenger	AQ	R	$9.00
Wall of Spears	AQ	C	$0.50
White Mana Battery	LG	R	$4.00
Yotian Soldier	AQ	C	$0.50
Black			
Abomination	LG	U	$3.50
Ashes to Ashes	DK	U	$0.50
Blight	LG	U	$2.50
Bog Imp	DK	C	$0.50
Carrion Ants	LG	U	$10.00
Cosmic Horror	LG	R	$6.00
Cyclopean Mummy	LG	C	$0.50
Greed	LG	R	$5.00
Junun Efreet	AN	U	$6.00
Lost Soul	LG	C	$0.50
Marsh Gas	DK	C	$0.50
Murk Dwellers	DK	C	$0.50
Pit Scorpion	LG	C	$0.50
Rag Man	DK	R	$4.50
Spirit Shackle	LG	U	$1.00
Uncle Istvan	DK	U	$2.00
Vampire Bats	LG	C	$0.50
Word of Binding	DK	C	$0.50
Xenic Poltergeist	AQ	R	$3.00
Blue			
Apprentice Wizard	DK	C	$0.50
Backfire	LG	U	$2.00
Energy Tap	LG	C	$0.50
Erosion	DK	C	$0.50
Flood	DK	C	$0.50
Gaseous Form	LG	C	$0.50
Ghost Ship	DK	U	$0.50
Giant Tortoise	AN	C	$0.50
Leviathan	DK	R	$5.00
Mind Bomb	DK	U	$3.00
Psionic Entity	LG	R	$6.50
Relic Bind	LG	R	$2.50
Segovian Leviathan	LG	U	$2.00
Sindbad	AN	U	$4.00
Sunken City	DK	C	$0.50
Time Elemental	LG	R	$10.00
Twiddle	UL	C	$0.50
Zephyr Falcon	LG	C	$0.50
Green			
Carnivorous Plant	DK	C	$0.50
Durkwood Boars	LG	C	$0.50
Elven Riders	LG	U	$5.50
Killer Bees	LG	U	$10.00
Land Leeches	DK	C	$0.50
Marsh Viper	DK	C	$0.50
Naf's Asp	AN	C	$0.50
Pradesh Gypsies	LG	C	$0.50
Radjan Spirit	LG	U	$3.50
Rebirth	LG	R	$4.50
Sandstorm	AN	C	$0.50
Sylvan Library	LG	R	$5.00
Untamed Wilds	LG	U	$2.00
Venom	DK	C	$0.50
Whirling Dervish	LG	U	$5.50
Winter Blast	LG	U	$6.50
Red			
Ali Baba	AN	U	$4.50
Ball Lightning	DK	R	$8.00
Bird Maiden	AN	C	$0.50
Blood Lust	LG	C	$0.50
Brothers of Fire	DK	C	$0.50
The Brute	LG	C	$0.50
Cave People	DK	U	$2.00
Crimson Manticore	LG	R	$5.00
Detonate	AQ	U	$2.00
Eternal Warrior	LG	C	$0.50
Fissure	DK	C	$0.50
Giant Strength	LG	C	$0.50
Goblin Rock Sled	DK	C	$0.50
Hurr Jackal	AN	R	$2.00
Immolation	LG	C	$0.50
Inferno	DK	R	$3.50
Ironclaw Orcs	UL	C	$0.50
Mana Clash	DK	R	$3.00
Pyrotechnics	LG	U	$1.50
Sisters of the Flame	DK	C	$0.50
Tempest Efreet	LG	R	$4.50
Wall of Dust	LG	U	$2.50
Winds of Change	LG	R	$4.00
White			
Alabaster Potion	LG	C	$0.50
Amrou Kithkin	LG	C	$0.50
Angry Mob	DK	U	$2.50
Brainwash	DK	C	$0.50
COP: Artifacts	AQ	U	$7.50
Divine Transformation	LG	U	$5.00
Elder Land Wurm	LG	R	$7.00
Fortified Area	LG	C	$0.50
Kismet	LG	U	$6.00
Land Tax	LG	R	$4.50
Morale	DK	C	$0.50
Osai Vultures	LG	U	$0.50
Piety	AN	C	$0.50
Pikemen	DK	C	$0.50
Seeker	LG	C	$0.50
Spirit Link	LG	U	$8.00
Tundra Wolves	LG	C	$0.50
Visions	LG	U	$2.50
Lands			
Oasis	AN	U	$4.00
Mishra's Factory	AQ	U	$7.00
Strip Mine	AQ	U	$7.00

Key

AN	*Arabian Nights*
AQ	*Antiquities*
DK	*The Dark*
LG	*Legends*
UL	Unlimited Edition

InQuest

PRICE GUIDE INTRO

How to Use this Price Guide

The following *InQuest* game card price guide is as accurate and up-to-date as we could make it. But values listed are only guides—prices may vary depending upon the local availability and popularity of a card.

CONDITION GUIDE

Mint: The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there. Many cards right out of the pack fall short of Mint standards. No imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices in this guide; how much more depends on the card.

Near Mint: Just short of perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. Outstanding gloss and color. The centering is 65/35 or better—that is, one border may be 30% bigger than its counterpart. Prices in this guide are for Near Mint cards.

Excellent: Excellent cards may have four slightly worn corners, 85/15 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration or a slight loss of gloss. Excellent cards sell for 50 to 70 percent of price guide listings.

Good: A card that's graded Good isn't really good. It's an OK card that got into a scuffle. Good cards sell for 15 to 30 percent of price guide listings.

Fair: Remember what your mother told you about not saying anything at all if you can't say something nice? Well, Fair cards sell for five to 15 percent of price guide listings.

Poor: Poor cards are just that. They sell for less than five percent of price guide listings.

RARITY

In this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

C ....Common
U ....Uncommon
R ....Rare

POWER RATINGS

••••• **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

•••• **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the fit is right, these cards should find a place in most decks.

••• **Average.** These cards generally round out a well-tuned deck. Many three-star cards complement other cards in your deck. Which cards you use from this category depend largely on your deck concept.

•• **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar costs or restrictions.

• **The Worst.** Cards that duplicate the abilities of another card, but at a higher cost or other demand on the user; cards whose uses are very obscure, and may demand a difficult combination to be useful; and cards that leave you wondering if there's a good use for 'em. Usually, there isn't.

– **Inapplicable.** These cards are basic recources. You can't win a game playing only these cards, but you can't win without 'em, either.

Magic The Gathering™

LIMITED: ALPHA

Booster Pack	$100.00
Booster Box	$3,500.00
Full Alpha Set (295)	$3,000.00

ARTIFACTS

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Ankh of Mishra	ART	R	••	Amy Weber	2	6.00
Do 2 damage to any player who puts a new land into play.						
Basalt Monolith	ART	U	•••	Jesper Myrfors	3	3.00
T: Add 3 to your mana pool. Spend 3 to untap at any time.						
• Black Lotus	ART	R	•••••	Christopher Rush	0	300.00
T.: Discard to add 3 mana of any single color to your mana pool.						
Black Vise	ART	U	••••	Richard Thomas	1	3.50
Do 1 damage for each card over four opponent has in hand during upkeep.						
Celestial Prism	ART	U	••••	Amy Weber	3	2.00
2, T: Provides 1 mana of any color (play as an interrupt).						
• Chaos Orb	ART	R	••••	Mark Tedin	2	120.00
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
Clockwork Beast	AC	R	•••	Drew Tucker	6	7.50
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep, controller may pay 1 and tap Beast to regain a lost counter. 0/4.						
Conservator	ART	U	•••	Amy Weber	4	1.00
3, T: Negate the loss of up to 2 life.						
Copper Tablet	ART	U	••	Amy Weber	2	15.00
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
Crystal Rod	ART	U	••	Amy Weber	1	1.00
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
Cyclopean Tomb	ART	R	•••	Anson Maddocks	4	95.00
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.						
Dingus Egg	ART	R	••	Dan Frazier	4	7.00
Whenever anyone loses a land, do 2 damage to that player for each lost land. Yikes!						





The Copper Tablet does one point of damage to a player on their upkeep, and the Living Artifact can give you back one point of life per turn. Sound like fun? Try multiple Tablets and Living Artifacts for further hijinks.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Disrupting Scepter	ART	R	•••	Dan Frazier	3	7.00
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.						
Forcefield	ART	R	•••••	Dan Frazier	3	135.00
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.						
Gauntlet of Might	ART	R	•••••	Christopher Rush	4	170.00
All mountains produce an extra mana. Give all red creatures +1/+1.						
Glasses of Urza	ART	U	•••	Douglas Shuler	1	2.00
T: Look at opponent's hand. No, his cards!						
Helm of Chatzuk	ART	R	•••	Mark Tedin	1	5.00
1, T: Give one creature banding ability until end of turn.						
Hive, The	ART	R	•••	Sandra Everingham	5	9.00
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.						
Howling Mine	ART	R	••••	Mark Poole	2	11.00
Everyone must draw an extra card during his or her draw phase.						
Icy Manipulator	ART	U	•••••	Douglas Shuler	4	100.00
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.						
Illusionary Mask	ART	R	•••	Amy Weber	2	80.00
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.						
Iron Star	ART	U	••	Dan Frazier	1	1.00
1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.						
Ivory Cup	ART	U	••	Anson Maddocks	1	1.00
1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.						
Jade Monolith	ART	R	••	Anson Maddocks	4	4.00
1: Take all damage done to any creature on yourself instead.						
Jade Statue	ART	U	••••	Dan Frazier	4	22.00
2: Make Jade Statue a 3/6 artifact creature that may only attack or block.						
Jayemdae Tome	ART	R	••••	Mark Tedin	4	7.00
4, T: Draw 1 extra card.						
Juggernaut	AC	U	••••	Dan Frazier	4	10.00
Must attack each turn if possible. Can't be blocked by walls. 5/3.						
Kormus Bell	ART	R	••	Christopher Rush	4	6.00
Treat all swamps in play as 1/1 creatures that can be tapped for B.						
Library of Leng	ART	U	•••	Daniel Gelon	1	2.00
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.						
Living Wall	AC	U	•••	Anson Maddocks	4	3.00
Counts as a wall. 1: Regenerates. 0/6.						
Mana Vault	ART	R	••••	Mark Tedin	1	7.00
T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.						
Meekstone	ART	R	••••	Quinton Hoover	1	8.00
Any creature with power greater than 2 may not be untapped as normal during the untap phase.						
• Mox Emerald	ART	R	•••••	Dan Frazier	0	200.00
T: Add G to your mana pool.						
• Mox Jet	ART	R	•••••	Dan Frazier	0	200.00
T: Add B to your mana pool.						
• Mox Pearl	ART	R	•••••	Dan Frazier	0	200.00
T: Add W to your mana pool.						
• Mox Ruby	ART	R	•••••	Dan Frazier	0	200.00
T: Add R to your mana pool.						
• Mox Sapphire	ART	R	•••••	Dan Frazier	0	200.00
T: Add U to your mana pool.						
Nevinyrral's Disk	ART	R	••••	Mark Tedin	4	8.00
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.						
Obsianus Golem	AC	U	•••	Jesper Myrfors	6	2.00
4/6.						
Rod of Ruin	ART	U	•••	Christopher Rush	4	2.00
3, T: Do 1 damage to any target.						
• Sol Ring	ART	U	••••	Mark Tedin	1	10.00
T: Add 2 to your mana pool (play as an interrupt).						
Soul Net	ART	U	••	Dameon Willich	1	2.00
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
Sunglasses of Urza	ART	R	••••	Dan Frazier	3	7.00
Your plains may generate either white or red mana.						
Throne of Bone	ART	U	••	Anson Maddocks	1	1.00
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.						
• Time Vault	ART	R	••••	Mark Tedin	2	75.00
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
Winter Orb	ART	R	•••	Mark Tedin	2	7.00
Each player may only untap up to 1 land during untap phase.						
Wooden Sphere	ART	U	••	Mark Tedin	1	1.00
1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						

BLACK

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Animate Dead	EC	U	••••	Anson Maddocks	B1	2.00
Bring a creature from any graveyard into play on your side with -1 power.						
Bad Moon	EN	R	•••	Jesper Myrfors	B1	11.00
All black creatures in play get +1/+1.						
Black Knight	SC	U	••••	Jeff A. Menges	BB	4.00
Protection from white, first strike. 2/2.						
Bog Wraith	SC	U	•••	Jeff A. Menges	B3	3.00
Swampwalk. 3/3.						
• Contract from Below	SOR	R	••	Douglas Shuler	B	7.00
Discard your hand; draw a new ante card plus seven cards.						
Cursed Land	EL	U	•••	Jesper Myrfors	BB2	1.00
Do 1 damage to controller of target land during upkeep.						
Dark Ritual	INT	C	•••••	Anson Maddocks	B	1.00
Add BBB to your pool of mana.						
• Darkpact	SOR	R	••••	Quinton Hoover	BBB	6.00
Swap your topmost undrawn card with either ante card.						
Deathgrip	EN	U	•••	Anson Maddocks	BB	2.00
BB: Counter a green spell (play as an interrupt).						
Deathlace	INT	R	•••	Sandra Everingham	B	5.00
Change the color of one card being played or in play to black.						
• Demonic Attorney	SOR	R	••	Daniel Gelon	B	8.00
Unless opponent concedes game, both players must draw an extra ante card.						

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Indicates Price Increase — Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Demonic Hordes	SC	R	••••	Jesper Myrfors	BBB3	24.00
T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.						
• Demonic Tutor	SOR	U	•••••	Douglas Shuler	B1	12.00
Choose one card from your library, then reshuffle your library.						
Drain Life	SOR	C	•••	Douglas Shuler	B1X	1.00
Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.						
Drudge Skeletons	SC	C	••••	Sandra Everingham	B1	1.00
B: Regenerates. 1/1.						
Evil Presence	EL	U	•••	Sandra Everingham	B	2.00
Target land is now a basic swamp.						
Fear	EC	C	••••	Mark Poole	BB	1.00
Only black or artifact creatures may block target creature.						
Frozen Shade	SC	C	•••	Douglas Shuler	B2	1.00
B: +1/+1 until end of turn. 0/1.						
Gloom	EN	U	••••	Dan Frazier	B2	2.00
0/1. White spells and white enchantment activation costs now require 3 extra mana.						
Howl from Beyond	INS	C	••••	Mark Poole	BX	1.00
Target creature gains +X/+0 until end of turn.						
Hypnotic Specter	SC	U	••••	Douglas Shuler	BB1	5.00
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.						
Lich	EN	R	••	Daniel Gelon	BBBB	100.00
Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.						
Lord of the Pit	SC	R	•••	Mark Tedin	BBB4	16.00
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.						
• Mind Twist	SOR	R	•••••	Julie Baroh	BX	11.00
Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.						
Nether Shadow	SC	R	•••	Christopher Rush	BB	8.00
If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.						
Nettling Imp	SC	U	•••	Quinton Hoover	B2	8.00
T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.						
Nightmare	SC	R	•••••	Melissa Benson	B5	19.00
Flying. Power and toughness equal number of swamps controller has in play. */*.						
Paralyze	EC	C	•••	Anson Maddocks	B	1.00
Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.						
Pestilence	EN	C	•••••	Jesper Myrfors	B	1.00
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.						
Plague Rats	SC	C	••	Anson Maddocks	B2	1.00
Power and toughness equal number of Plague Rats in play. */*.						
Raise Dead	SOR	C	•••	Jeff A. Menges	B	1.00
Bring a creature from your graveyard into your hand.						
Royal Assassin	SC	R	•••••	Tom Wänerstrand	BB1	24.00
T: Destroy any tapped creature. Hey, TW's the subject of an *IQ* #1 feature! 1/1.						
Sacrifice	INT	U	•	Dan Frazier	B	3.00
Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.						
Scathe Zombies	SC	C	••	Jesper Myrfors	B2	1.00
2/2.						
Scavenging Ghoul	SC	U	•••	Jeff A. Menges	B3	2.00
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.						
Sengir Vampire	SC	U	••••	Anson Maddocks	BB3	8.00
Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.						
Simulacrum	INS	U	••••	Mark Poole	B1	2.00
Retroactively divert all damage done to you this turn to one of your creatures.						
Sinkhole	SOR	C	•••	Sandra Everingham	BB	14.00
Destroy a land.						
Terror	INS	C	••••	Ron Spencer	B1	1.00
Bury target creature. Cannot target black or artifact creatures.						
Unholy Strength	EC	C	•••	Douglas Shuler	B	1.00
Target creature gains +2/+1.						
Wall of Bone	SC	U	••	Anson Maddocks	B2	2.00
B: Regenerates. 1/4.						
Warp Artifact	EA	R	•••	Amy Weber	BB	6.00
Do 1 damage to target artifact's controller during upkeep.						
Weakness	EC	C	••••	Douglas Shuler	B	1.00
Target creature loses -2/-1.						
Will-O'-The-Wisp	SC	R	•••••	Jesper Myrfors	B	12.00
Flying. B: Regenerates. 0/1.						
Word of Command	INS	R	•	Jesper Myrfors	BB	95.00
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.						
Zombie Master	SC	R	••	Jeff A. Menges	BB1	9.00
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.						
BLUE						
Air Elemental	SC	U	••••	Richard Thomas	UU3	3.00
Flying. 4/4.						
• Ancestral Recall	INS	R	•••••	Mark Poole	U	140.00
Target player must draw 3 cards.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Animate Artifact	EA	U	•••	Douglas Shuler	U3	2.00
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Blue Elemental Blast	INT	C	•••	Richard Thomas	U	1.00
Counter a red spell being cast or destroys a red card in play.						
• Braingeyser	SOR	R	••••	Mark Tedin	UUX	20.00
Target player must draw X cards.						
Clone	SC	U	••••	Julie Baroh	U3	12.00
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*.						
Control Magic	EC	U	•••••	Dameon Willich	UU2	5.00
Control target creature until enchantment is discarded or game ends.						
• Copy Artifact	EN	R	••••	Amy Weber	U1	14.00
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						
Counterspell	INT	U	•••••	Mark Poole	UU	5.00
Counter target spell as it is being cast.						
Creature Bond	EC	C	••	Anson Maddocks	U1	1.00
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						





Do you have a creature like the Gorilla Pack that can only attack when your opponent has a specific land in play? Hey, no problem. Just toss a Phantasmal Terrain on your opponent's most valuable land before your attack, and bam, the door's open.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Drain Power	SOR	R	••••	Douglas Shuler	UU	9.00
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
Feedback	EE	U	••	Quinton Hoover	U2	1.00
Do 1 damage to controller of target enchantment during upkeep.						
Flight	EC	C	••••	Anson Maddocks	U	1.00
Target creature now has flying.						
Invisibility	EC	C	••••	Anson Maddocks	UU	12.00
Target creature may only be blocked by walls.						
Jump	INS	C	••	Mark Poole	U	1.00
Target creature has flying until end of turn.						
Lifetap	EN	U	••••	Anson Maddocks	UU	2.00
Gain 1 life whenever opponent taps a forest.						
Lord of Atlantis	SC	R	•••	Melissa Benson	UU	12.00
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.						
Magical Hack	INT	R	•••••	Julie Baroh	U	12.00
Change the text of a card being played or in play by switching one basic land type with another.						
Mahamoti Djinn	SC	R	•••••	Dan Frazier	UU4	14.00
Flying. 5/6.						
Mana Short	INS	R	••••	Dameon Willich	U2	8.00
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
Merfolk of the Pearl Trident	SC	C	••	Jeff A. Menges	U	1.00
1/1.						
Phantasmal Forces	SC	U	••	Mark Poole	U3	2.00
Flying. Pay U during upkeep or card is destroyed. 4/1.						
Phantasmal Terrain	EL	C	••••	Dameon Willich	UU	1.00
Target land switches to any basic land type chosen by caster.						
Phantom Monster	SC	U	••••	Jesper Myrfors	U3	2.00
Flying. 3/3.						
Pirate Ship	SC	R	••••	Tom Wänerstrand	U4	8.00
T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.						
Power Leak	EE	C	••	Drew Tucker	U1	1.00
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.						
Power Sink	INT	C	••••	Richard Thomas	UX	1.00
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.						
Prodigal Sorcerer	SC	C	•••••	Douglas Shuler	U2	1.00
T: Do 1 damage to any target. 1/1.						
Psionic Blast	INS	U	••••	Douglas Shuler	U2	26.00
Do 4 damage to any target and 2 damage to you.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Psychic Venom	EL	C	••	Brian Snoddy	U1	1.00
Do 2 damage to target land's controller whenever target land is tapped.						
Sea Serpent	SC	C	••	Jeff A. Menges	U5	1.00
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.						
Siren's Call	INS	U	•••	Anson Maddocks	U	3.00
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.						
Sleight of Mind	INT	R	•••••	Mark Poole	U	10.00
Change the text of a card being played or in play by switching one color word with another.						
Spell Blast	INT	C	••••	Brian Snoddy	UX	1.00
Counter target spell; X is casting cost of target spell.						
Stasis	EN	R	•••	Fay Jones	U1	7.00
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.						
Steal Artifact	EA	U	•••	Amy Weber	UU2	2.00
Take control of target artifact.						
Thoughtlace	INT	R	•••	Mark Poole	U	5.00
Change the color of a card being played or already in play to blue.						
• Time Walk	SOR	R	•••••	Amy Weber	U1	200.00
Take an extra turn immediately after the end of the one in which you cast Time Walk.						
• Timetwister	SOR	R	•••••	Mark Tedin	U2	140.00
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.						
Twiddle	INS	C	•••••	Rob Alexander	U	6.00
Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.						
Unsummon	INS	C	•••	Douglas Shuler	U	1.00
Return target creature to the hand of its owner. Discard enchantments on creature.						
Vesuvan Doppelganger	SC	R	•••••	Quinton Hoover	UU3	36.00
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.						
Volcanic Eruption	SOR	R	•••	Douglas Shuler	UUUX	7.00
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.						
Wall of Air	SC	U	•••	Richard Thomas	UU1	2.00
Flying. 1/5.						
Wall of Water	SC	U	••	Richard Thomas	UU1	1.00
U: +1/+0. 0/5.						
Water Elemental	SC	U	••	Jeff A. Menges	UU3	3.00
5/4.						

GREEN

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Aspect of Wolf	EC	R	••••	Jeff A. Menges	G1	9.00
Increase target creature's power and toughness by half the number of forests caster has in play.						
• Berserk	INS	U	•••••	Dan Frazier	G	47.50
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
Birds of Paradise	SC	R	•••••	Mark Poole	G	13.00
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Camouflage	INS	U	••••	Jesper Myrfors	G	16.00
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
• Channel	SOR	U	••	Richard Thomas	GG	2.00
Add 1 colorless mana to your pool for each life point you sacrifice.						
Cockatrice	SC	R	•••••	Dan Frazier	GG3	12.00
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
Craw Wurm	SC	C	••	Daniel Gelon	GG4	1.00
6/4.						
Elvish Archers	SC	R	••	Anson Maddocks	G1	8.00
First strike. Misprint: Alpha version listed power and tougness as 1/2. 2/1.						
Fastbond	EN	R	••	Mark Poole	G	12.00
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.						
Fog	INS	C	•••	Jesper Myrfors	G	1.00
Creatures do not affect one another in combat.						
Force of Nature	SC	R	••••	Douglas Shuler	GGGG2	20.00
Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.						
Fungusaur	SC	R	•••	Daniel Gelon	G3	9.00
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.						
Gaea's Liege	SC	R	•••••	Dameon Willich	GGG3	13.00
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal number of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.						
Giant Growth	INS	C	••••	Sandra Everingham	G	1.00
Target creature gets +3/+3 until end of turn.						
Giant Spider	SC	C	••••	Sandra Everingham	G3	1.00
Doesn't fly, but can block flying creatures. 2/4.						
Grizzly Bears	SC	C	•••	Jeff A. Menges	G1	1.00
2/2.						
Hurricane	SOR	U	••••	Dameon Willich	GX	2.00
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	•••	Dan Frazier	G2	26.00
Destroy any one land.						
Instill Energy	EC	U	••••	Dameon Willich	G	2.00
Untap target creature one extra time per turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	•••	Jesper Myrfors	G4	1.00
3/5.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Kudzu	EL	R	•	Mark Poole	GG1	10.00
When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.						
Ley Druid	SC	U	•••	Sandra Everingham	G2	2.00
T: Untap a land of your choice (play as an interrupt). 1/1.						
Lifeforce	EN	U	••••	Dameon Willich	GG	2.00
GG: Counter a black spell as it is being cast (play as an interrupt).						
Lifelace	INT	R	•	Amy Weber	G	5.00
Changes the color of one card in play to green.						
Living Artifact	EA	R	•••	Anson Maddocks	G	6.00
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.						
Living Lands	EN	R	••	Jesper Myrfors	G3	7.00
Treat all forests in play as 1/1 creatures that can be tapped for G.						





■ Time Vault is a great artifact that lets you take an extra turn when you tap it. The only trouble is, it comes into play tapped, and can only be untapped if you skip a turn. Well, we suggest casting Twiddle on Time Vault, untapping it, and taking an extra turn for free. Try multiple Twiddles to show what a swell guy you are.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Llanowar Elves	SC	C	••••	Anson Maddocks	G	1.00
T: Add G to your mana pool. Played as an interrupt. 1/1.						
Lure	EC	U	•••••	Anson Maddocks	GG1	2.00
All creatures that can block target creature must do so.						
Natural Selection	INS	R	•	Mark Poole	G	62.50
Look at the top 3 cards of any library. You may then shuffle that library.						
Regeneration	EC	C	••••	Quinton Hoover	G1	1.00
G: Target creature regenerates.						
• Regrowth	SOR	U	•••••	Dameon Willich	G1	10.00
Bring a card from your graveyard into your hand.						
Scryb Sprites	SC	C	••••	Amy Weber	G	1.00
Flying. 1/1.						
Shanodin Dryads	SC	C	••••	Anson Maddocks	G	1.00
Forestwalk. 1/1.						
Stream of Life	SOR	C	••••	Mark Poole	GX	1.00
Target player gains X life.						
Thicket Basilisk	SC	U	••••	Dan Frazier	GG3	5.00
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
Timber Wolves	SC	R	•••	Melissa Benson	G	7.00
Bands. 1/1.						
Tranquility	SOR	C	••••	Douglas Shuler	G2	1.00
Discard all enchantments in play.						
Tsunami	SOR	U	••	Richard Thomas	G3	2.00
Destroy all islands in play.						
Verduran Enchantress	SC	R	••	Kev Brockschmidt	GG1	9.00
Draw a card each time you cast an enchantment. 0/2.						
Wall of Brambles	SC	U	•••	Anson Maddocks	G2	2.00
G: Regenerates. 2/3.						
Wall of Ice	SC	U	•••	Richard Thomas	G2	2.00
0/7.						
Wall of Wood	SC	C	••	Mark Tedin	G	1.00
0/3.						
Wanderlust	EC	U	•••	Cornelius Brudi	G2	2.00
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	••••	Jeff A. Menges	G3	1.00
Trample. 3/3.						
Web	EC	R	••••	Rob Alexander	G	7.00
Target creature gains +0/+2 and may block flying creatures.						
Wild Growth	EL	C	••	Mark Poole	G	1.00
Whenever target land is tapped for mana, Wild Growth provides an extra G.						

RED

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Burrowing	EC	C	•••	Mark Poole	R	2.00
Target creature gains mountainwalk.						

Indicates Price Increase   Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Chaoslace	INT	R	•••	Dameon Willich	R	5.00
Changes the color of a card being played or in play to red.						
Disintegrate	SOR	C	••••	Anson Maddocks	RX	1.00
Do X damage to a target. If target dies this turn, it is removed from game.						
Dragon Whelp	SC	U	••••	Amy Weber	RR2	5.00
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.						
Dwarven Demolition Team	SC	U	•••	Kev Brockschmidt	R2	17.00
T: Destroy a wall.						
Dwarven Warriors	SC	C	•••••	Douglas Shuler	R2	1.00
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.						
Earth Elemental	SC	U	•••	Dan Frazier	RR3	4.00
4/5.						
Earthbind	EC	C	•••	Quinton Hoover	R	2.00
Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.						
Earthquake	SOR	R	•••	Dan Frazier	RX	8.00
Do X damage to all players and non-flying creatures in play.						
False Orders	INS	C	••••	Anson Maddocks	R	8.00
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						
Fire Elemental	SC	U	•••	Melissa Benson	RR3	3.00
5/4.						
Fireball	SOR	C	••••	Mark Tedin	RX	1.00
Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.						
Firebreathing	EC	C	••••	Dan Frazier	R	1.00
R: +1/+0.						
Flashfires	SOR	U	••••	Dameon Willich	R3	2.00
Destroy all plains in play.						
• Fork	INT	R	•••••	Amy Weber	RR	35.00
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.						
Goblin Balloon Brigade	SC	U	•••	Andi Rusu	R	2.00
R: Gains flying until end of turn. 1/1.						
Goblin King	SC	R	•••	Jesper Myrfors	RR1	13.00
While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.						
Granite Gargoyle	SC	R	•••	Christopher Rush	R2	16.00
Flying. R: +0/+1. 2/2.						
Gray Ogre	SC	C	••	Dan Frazier	R2	1.00
2/2.						
Hill Giant	SC	C	••	Dan Frazier	R3	1.00
3/3.						
Hurloon Minotaur	SC	C	••	Anson Maddocks	RR1	1.00
2/3.						
Ironclaw Orcs	SC	C	•	Anson Maddocks	R1	1.00
May only block creatures of power equaling 1 or less. 2/2.						
Keldon Warlord	SC	U	•••	Kev Brockschmidt	RR2	5.00
Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.						



Low on mana? Trying to kill some annoying regenerating creature? Deal it lethal damage via a creature or spell, then chuck in a zero-point Disintegrate, which will remove it from the game entirely. Then get a dustpan and tidy up.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Lightning Bolt	INS	C	•••••	Christopher Rush	R	1.00
Do 3 damage to one target.						
Mana Flare	EN	R	••••	Christopher Rush	R2	9.00
Each land produces an extra mana of its normal type whenever it is tapped for mana.						
Manabarbs	EN	R	••	Christopher Rush	R3	7.00
Do 1 damage to controller whenever he or she draws mana from any land.						
Mons's Goblin Raiders	SC	C	•	Jeff A. Menges	R	1.00
1/1.						
Orcish Artillery	SC	U	•••	Anson Maddocks	RR1	4.00
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.						
Orcish Oriflamme	EN	U	•••	Dan Frazier	R1	5.00
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.						
Power Surge	EN	R	•••••	Douglas Shuler	RR	6.00
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.						
Raging River	EN	R	•••	Sandra Everingham	RR	80.00
When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.						
Red Elemental Blast	INT	C	•••••	Richard Thomas	R	1.00
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.						
Roc of Kher Ridges	SC	R	••••	Andi Rusu	R3	15.00
Flying. 3/3.						
Rock Hydra	SC	R	•••	Jeff A. Menges	RRX	24.00
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.						
Sedge Troll	SC	R	•••	Dan Frazier	R2	14.00
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.						
Shatter	INS	C	••••	Amy Weber	R1	1.00
Destroy target artifact.						
Shivan Dragon	SC	R	•••••	Melissa Benson	RR4	30.00
Flying. R: +1/+0. 5/5.						
Smoke	EN	R	••	Jesper Myrfors	RR	7.00
Each player may only untap one creature during untap phase.						
Stone Giant	SC	U	•••	Dameon Willich	RR2	2.00
T: Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn. 3/4.						
Stone Rain	SOR	C	•••	Daniel Gelon	R2	1.00
Destroy any one land.						
Tunnel	SOR	U	••	Dan Frazier	R	1.00
Bury one wall.						
Two-Headed Giant of Foriys	SC	R	••••	Anson Maddocks	R4	80.00
Trample. May block two creatures in combat. 4/4.						
Uthden Troll	SC	U	••••	Douglas Shuler	R2	4.00
R: Regenerates. 2/2.						
Wall of Fire	SC	U	•••	Richard Thomas	RR1	2.00
R: +1/+0. 0/5.						
Wall of Stone	SC	U	•••	Dan Frazier	RR1	2.00
0/8.						
• Wheel of Fortune	SOR	R	•••••	Daniel Gelon	R2	18.00
All players must discard their hands and draw seven new cards.						
WHITE						
Animate Wall	EC	R	••	Dan Frazier	W	6.00
Target wall may now attack.						
Armageddon	SOR	R	•••••	Jesper Myrfors	W1	9.00
Destroy all lands in play.						
• Balance	SOR	R	•••••	Mark Poole	W1	9.00
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Benalish Hero	SC	C	•••	Douglas Shuler	W	1.00
Bands. 1/1.						
Black Ward	EC	U	••••	Dan Frazier	W	1.00
Target creature gains protection from black.						
Blaze of Glory	INS	R	•••	Richard Thomas	W	70.00
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						
Blessing	EC	R	••••	Julie Baroh	WW	9.00
W: +1/+1.						
Blue Ward	EC	U	•••	Dan Frazier	W	1.00
Target creature gains protection from blue.						
Castle	EN	U	•••	Dameon Willich	W3	4.00
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Blue	EN	C	•••	Dameon Willich	W1	1.00
1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	•••	Sandra Everingham	W1	1.00
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	••••	Mark Tedin	W1	1.00
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	•••	Douglas Shuler	W1	1.00
1: Prevent all damage to you from one white source.						
Consecrate Land	EL	U	••••	Jeff A. Menges	W	22.00
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	••••	Jesper Myrfors	WW2	4.00
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Crusade	EN	R	••••	Mark Poole	WW	10.00
All white creatures gain +1/+1.						
Death Ward	INS	C	••••	Mark Poole	W	1.00
Regenerates target creature.						
Disenchant	INS	C	•••••	Amy Weber	W1	1.00
Destroy target enchantment or artifact.						
Farmstead	EL	R	•	Mark Poole	WWW	10.00
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.						
Green Ward	EC	U	•••	Dan Frazier	W	1.00
Target creature gains protection from green.						
Guardian Angel	INS	C	•••	Anson Maddocks	WX	2.00
Negate X damage dealt to a target. Psst: put this card next to Paralyze.						

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Healing Salve	INS	C	•••	Dan Frazier	W	1.00
Gain 3 life, or negate up to 3 damage dealt to a target.						
Holy Armor	EC	C	•••	Melissa Benson	W	1.00
Target creature gains +0/+2. W: +0/+1.						
Holy Strength	EC	C	•••	Anson Maddocks	W	1.00
Target creature gains +1/+2.						
Island Sanctuary	EN	R	••	Mark Poole	W1	7.00
If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.						
Karma	EN	U	•••••	Richard Thomas	WW2	2.00
Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.						
Lance	EC	U	••	Rob Alexander	W	3.00
Target creature gains first strike.						
Mesa Pegasus	SC	C	••••	Melissa Benson	W1	1.00
Flying, bands. 1/1.						
Northern Paladin	SC	R	••••	Douglas Shuler	WW2	14.00
WW, T: Destroy a black card in play. 3/3.						
Pearled Unicorn	SC	C	••	Cornelius Brudi	W2	1.00
2/2.						
Personal Incarnation	SC	R	•••	Kev Brockschmidt	WWW3	11.00
If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.						
Purelace	INT	R	•••	Sandra Everingham	W	5.00
Change the color of one card being played or in play to white.						





The Veteran Bodyguard can be a pain in your opponent's butt, but to really make him pull his hair out, throw a Regeneration on Lou (as we've dubbed the Bodyguard) and keep him around for the next couple of years.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Red Ward	EC	U	••••	Dan Frazier	W	1.00
Target creature gains protection from red.						
Resurrection	SOR	U	••••	Dameon Willich	WW2	4.00
Take a creature from your graveyard and put it directly into play as if just summoned.						
Reverse Damage	INS	R	•••••	Dameon Willich	WW1	10.00
All damage you have taken from any one source is added to, not subtracted from, your life total.						
Righteousness	INS	R	••••	Douglas Shuler	W	9.00
Target defending creature gets +7/+7 until end of turn.						
Samite Healer	SC	C	•••	Tom Wänerstrand	W1	1.00
T: Prevent 1 damage to any target. 1/1.						
Savannah Lions	SC	R	•••	Daniel Gelon	W	8.00
2/1.						
Serra Angel	SC	U	•••••	Douglas Shuler	WW3	10.00
Flying. Does not tap to attack. 4/4.						
Swords to Plowshares	INS	U	•••••	Jeff A. Menges	W	3.00
Remove target creature from game. Creature's controller gains life points equal to its power.						
Veteran Bodyguard	SC	R	••••	Douglas Shuler	WW3	22.00
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.						
Wall of Swords	SC	U	••••	Mark Tedin	W3	4.00
Flying. 3/5.						
White Knight	SC	U	••••	Daniel Gelon	WW	4.00
Protection from black, first strike. 2/2.						
White Ward	EC	U	•••	Dan Frazier	W	1.00
Target creature gains protection from white.						
Wrath of God	INS	R	••••	Quinton Hoover	WW2	10.00
Bury all creatures in play.						
LANDS						
Badlands	LAN	R	••••	Rob Alexander		30.00
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Bayou	LAN	R	••••	Jesper Myrfors		30.00
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
Forest	LAN	C	—	Christopher Rush		0.50
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.						
Island	LAN	R	—	Mark Poole		0.70
T: Add U to your mana pool. Four versions.						
Island	LAN	C	—	Mark Poole		0.50
T: Add U to your mana pool. Two Alpha versions, three versions in other sets.						
Mountain	LAN	C	—	Douglas Shuler		0.50
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.						
Plains	LAN	C	—	Jesper Myrfors		0.50
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.						
Plateau	LAN	R	••••	Drew Tucker		30.00
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.						
Savannah	LAN	R	••••	Rob Alexander		30.00
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.						
Scrubland	LAN	R	••••	Jesper Myrfors		30.00
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.						
Swamp	LAN	C	—	Dan Frazier		0.50
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.						
Taiga	LAN	R	••••	Rob Alexander		30.00
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.						
Tropical Island	LAN	R	••••	Jesper Myrfors		30.00
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.						
Tundra	LAN	R	••••	Jesper Myrfors		30.00
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.						
Underground Sea	LAN	R	••••	Rob Alexander		30.00
T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.						

LIMITED: BETA

Booster Pack	$75.00
Booster Box	$2,400.00
Full Beta Set (302)	$2,200.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
ARTIFACTS							
Ankh of Mishra	ART	R	••	Amy Weber	2	ALPHA	5.00
Basalt Monolith	ART	U	•••	Jesper Myrfors	3	ALPHA	2.50
• Black Lotus	ART	R	•••••	Christopher Rush	0	ALPHA	225.00
Black Vise	ART	U	••••	Richard Thomas	1	ALPHA	3.00
Celestial Prism	ART	U	••••	Amy Weber	3	ALPHA	1.50
• Chaos Orb	ART	R	••••	Mark Tedin	2	ALPHA	100.00
Clockwork Beast	AC	R	•••	Drew Tucker	6	ALPHA	6.00
Conservator	ART	U	•••	Amy Weber	4	ALPHA	1.00
Copper Tablet	ART	U	••	Amy Weber	2	ALPHA	12.00
Crystal Rod	ART	U	••	Amy Weber	1	ALPHA	1.00
Cyclopean Tomb	ART	R	•••	Anson Maddocks	4	ALPHA	72.50
Dingus Egg	ART	R	••	Dan Frazier	4	ALPHA	6.00
Disrupting Scepter	ART	R	•••	Dan Frazier	3	ALPHA	5.50
Forcefield	ART	R	•••••	Dan Frazier	3	ALPHA	100.00
Gauntlet of Might	ART	R	•••••	Christopher Rush	4	ALPHA	130.00
Glasses of Urza	ART	U	•••	Douglas Shuler	1	ALPHA	1.50
Helm of Chatzuk	ART	R	•••	Mark Tedin	1	ALPHA	3.50
Hive, The	ART	R	•••	Sandra Everingham	5	ALPHA	7.50
Howling Mine	ART	R	••••	Mark Poole	2	ALPHA	9.00
Icy Manipulator	ART	U	•••••	Douglas Shuler	4	ALPHA	85.00
Illusionary Mask	ART	R	•••	Amy Weber	2	ALPHA	60.00
Iron Star	ART	U	••	Dan Frazier	1	ALPHA	1.00
Ivory Cup	ART	U	••	Anson Maddocks	1	ALPHA	1.00
Jade Monolith	ART	R	••	Anson Maddocks	4	ALPHA	3.50
Jade Statue	ART	U	••••	Dan Frazier	4	ALPHA	17.00
Jayemdae Tome	ART	R	••••	Mark Tedin	4	ALPHA	5.50
Juggernaut	AC	U	••••	Dan Frazier	4	ALPHA	8.00
Kormus Bell	ART	R	••	Christopher Rush	4	ALPHA	4.50
Library of Leng	ART	U	•••	Daniel Gelon	1	ALPHA	1.50
Living Wall	AC	U	•••	Anson Maddocks	4	ALPHA	3.00
Mana Vault	ART	R	••••	Mark Tedin	1	ALPHA	5.00
Meekstone	ART	R	••••	Quinton Hoover	1	ALPHA	6.00
• Mox Emerald	ART	R	•••••	Dan Frazier	0	ALPHA	150.00
• Mox Jet	ART	R	•••••	Dan Frazier	0	ALPHA	150.00
• Mox Pearl	ART	R	•••••	Dan Frazier	0	ALPHA	150.00
• Mox Ruby	ART	R	•••••	Dan Frazier	0	ALPHA	150.00
• Mox Sapphire	ART	R	•••••	Dan Frazier	0	ALPHA	150.00
Nevinyrral's Disk	ART	R	••••	Mark Tedin	4	ALPHA	6.00
Obsianus Golem	AC	U	•••	Jesper Myrfors	6	ALPHA	1.50
Rod of Ruin	ART	U	•••	Christopher Rush	4	ALPHA	1.50
• Sol Ring	ART	U	••••	Mark Tedin	1	ALPHA	8.50
Soul Net	ART	U	••	Dameon Willich	1	ALPHA	1.50
Sunglasses of Urza	ART	R	••••	Dan Frazier	3	ALPHA	5.50
Throne of Bone	ART	U	••	Anson Maddocks	1	ALPHA	1.00
• Time Vault	ART	R	••••	Mark Tedin	2	ALPHA	55.00
Winter Orb	ART	R	•••	Mark Tedin	2	ALPHA	6.00
Wooden Sphere	ART	U	••	Mark Tedin	1	ALPHA	1.00
BLACK							
Animate Dead	EC	U	••••	Anson Maddocks	B1	ALPHA	1.50
Bad Moon	EN	R	•••	Jesper Myrfors	B1	ALPHA	9.00
Black Knight	SC	U	••••	Jeff A. Menges	BB	ALPHA	3.50
Bog Wraith	SC	U	•••	Jeff A. Menges	B3	ALPHA	2.50
• Contract from Below	SOR	R	••	Douglas Shuler	B	ALPHA	5.50
Cursed Land	EL	U	•••	Jesper Myrfors	BB2	ALPHA	1.00
Dark Ritual	INT	C	•••••	Anson Maddocks	B	ALPHA	1.00
• Darkpact	SOR	R	••••	Quinton Hoover	BBB	ALPHA	5.00
Deathgrip	EN	U	•••	Anson Maddocks	BB	ALPHA	1.50
Deathlace	INT	R	•••	Sandra Everingham	B	ALPHA	3.50

Indicates Price Increase   Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
• Demonic Attorney	SOR	R	••	Daniel Gelon	B	ALPHA	7.00
Demonic Hordes	SC	R	••••	Jesper Myrfors	BBB3	ALPHA	20.00
• Demonic Tutor	SOR	U	•••••	Douglas Shuler	B1	ALPHA	10.00
Drain Life	SOR	C	•••	Douglas Shuler	B1X	ALPHA	1.00
Drudge Skeletons	SC	C	••••	Sandra Everingham	B1	ALPHA	1.00
Evil Presence	EL	U	•••	Sandra Everingham	B	ALPHA	1.50
Fear	EC	C	••••	Mark Poole	BB	ALPHA	1.00
Frozen Shade	SC	C	•••	Douglas Shuler	B2	ALPHA	1.00
Gloom	EN	U	••••	Dan Frazier	B2	ALPHA	1.50
Howl from Beyond	INS	C	••••	Mark Poole	BX	ALPHA	1.00
Hypnotic Specter	SC	U	••••	Douglas Shuler	BB1	ALPHA	3.50
Lich	EN	R	••	Daniel Gelon	BBBB	ALPHA	80.00
Lord of the Pit	SC	R	•••	Mark Tedin	BBB4	ALPHA	12.00
• Mind Twist	SOR	R	•••••	Julie Baroh	BX	ALPHA	8.50
Nether Shadow	SC	R	•••	Christopher Rush	BB	ALPHA	6.50
Nettling Imp	SC	U	•••	Quinton Hoover	B2	ALPHA	7.00
Nightmare	SC	R	•••••	Melissa Benson	B5	ALPHA	15.00
Paralyze	EC	C	•••	Anson Maddocks	B	ALPHA	1.00
Pestilence	EN	C	•••••	Jesper Myrfors	BB2	ALPHA	1.00
Plague Rats	SC	C	••	Anson Maddocks	B2	ALPHA	1.00
Raise Dead	SOR	C	•••	Jeff A. Menges	B	ALPHA	1.00
Royal Assassin	SC	R	•••••	Tom Wänerstrand	BB1	ALPHA	20.00
Sacrifice	INT	U	•	Dan Frazier	B	ALPHA	2.50
Scathe Zombies	SC	C	••	Jesper Myrfors	B2	ALPHA	1.00
Scavenging Ghoul	SC	U	•••	Jeff A. Menges	B3	ALPHA	1.50
Sengir Vampire	SC	U	••••	Anson Maddocks	BB3	ALPHA	6.00
Simulacrum	INS	U	••••	Mark Poole	B1	ALPHA	1.50
Sinkhole	SOR	C	•••	Sandra Everingham	BB	ALPHA	11.00
Terror	INS	C	••••	Ron Spencer	B1	ALPHA	1.00
Unholy Strength	EC	C	•••	Douglas Shuler	B	ALPHA	1.00
Wall of Bone	SC	U	••	Anson Maddocks	B2	ALPHA	1.50
Warp Artifact	EA	R	•••	Amy Weber	BB	ALPHA	4.00
Weakness	EC	C	••••	Douglas Shuler	B	ALPHA	1.00
Will-O'-The-Wisp	SC	R	•••••	Jesper Myrfors	B	ALPHA	10.00
Word of Command	INS	R	•	Jesper Myrfors	BB	ALPHA	70.00
Zombie Master	SC	R	••	Jeff A. Menges	BB1	ALPHA	7.00
BLUE							
Air Elemental	SC	U	••••	Richard Thomas	UU3	ALPHA	2.50
• Ancestral Recall	INS	R	•••••	Mark Poole	U	ALPHA	105.00
Animate Artifact	EA	U	•••	Douglas Shuler	U3	ALPHA	1.50
Blue Elemental Blast	INT	C	•••	Richard Thomas	U	ALPHA	1.00
• Braingeyser	SOR	R	••••	Mark Tedin	UUX	ALPHA	16.00
Clone	SC	U	••••	Julie Baroh	U3	ALPHA	10.00
Control Magic	EC	U	•••••	Dameon Willich	UU2	ALPHA	3.50
• Copy Artifact	EN	R	••••	Amy Weber	U1	ALPHA	11.50
Counterspell	INT	U	•••••	Mark Poole	UU	ALPHA	4.00
Creature Bond	EC	C	••	Anson Maddocks	U1	ALPHA	1.00
Drain Power	SOR	R	••••	Douglas Shuler	UU	ALPHA	6.50
Feedback	EE	U	••	Quinton Hoover	U2	ALPHA	1.00
Flight	EC	C	••••	Anson Maddocks	U	ALPHA	1.00
Invisibility	EC	C	••••	Anson Maddocks	UU	ALPHA	9.00
Jump	INS	C	••	Mark Poole	U	ALPHA	1.00
Lifetap	EN	U	••••	Anson Maddocks	UU	ALPHA	1.50
Lord of Atlantis	SC	R	•••	Melissa Benson	UU	ALPHA	10.00
Magical Hack	INT	R	•••••	Julie Baroh	U	ALPHA	10.00
Mahamoti Djinn	SC	R	•••••	Dan Frazier	UU4	ALPHA	11.50
Mana Short	INS	R	••••	Dameon Willich	U2	ALPHA	6.50
Merfolk of the Pearl Trident	SC	C	••	Jeff A. Menges	U	ALPHA	1.00
Phantasmal Forces	SC	U	••	Mark Poole	U3	ALPHA	1.50
Phantasmal Terrain	EL	C	••••	Dameon Willich	UU	ALPHA	1.00
Phantom Monster	SC	U	••••	Jesper Myrfors	U3	ALPHA	1.50
Pirate Ship	SC	R	••••	Tom Wänerstrand	U4	ALPHA	6.50
Power Leak	EE	C	••	Drew Tucker	U1	ALPHA	1.00
Power Sink	INT	C	••••	Richard Thomas	UX	ALPHA	1.00
Prodigal Sorcerer	SC	C	•••••	Douglas Shuler	U2	ALPHA	1.00
Psionic Blast	INS	U	••••	Douglas Shuler	U2	ALPHA	20.00
Psychic Venom	EL	C	••	Brian Snoddy	U1	ALPHA	1.00
Sea Serpent	SC	C	••	Jeff A. Menges	U5	ALPHA	1.00
Siren's Call	INS	U	•••	Anson Maddocks	U	ALPHA	2.50
Sleight of Mind	INT	R	•••••	Mark Poole	U	ALPHA	8.00
Spell Blast	INT	C	••••	Brian Snoddy	UX	ALPHA	1.00
Stasis	EN	R	•••	Fay Jones	U1	ALPHA	6.00
Steal Artifact	EA	U	•••	Amy Weber	UU2	ALPHA	1.50
Thoughtlace	INT	R	•••	Mark Poole	U	ALPHA	3.50
• Time Walk	SOR	R	•••••	Amy Weber	U1	ALPHA	150.00
• Timetwister	SOR	R	•••••	Mark Tedin	U2	ALPHA	105.00
Twiddle	INS	C	•••••	Rob Alexander	U	ALPHA	4.50
Unsummon	INS	C	•••	Douglas Shuler	U	ALPHA	1.00
Vesuvan Doppelganger	SC	R	•••••	Quinton Hoover	UU3	ALPHA	30.00
Volcanic Eruption	SOR	R	•••	Douglas Shuler	UUUX	ALPHA	5.00
Wall of Air	SC	U	•••	Richard Thomas	UU1	ALPHA	1.50
Wall of Water	SC	U	••	Richard Thomas	UU1	ALPHA	1.00
Water Elemental	SC	U	••	Jeff A. Menges	UU3	ALPHA	2.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
GREEN							
Aspect of Wolf	EC	R	••••	Jeff A. Menges	G1	ALPHA	7.50
• Berserk	INS	U	•••••	Dan Frazier	G	ALPHA	34.00
Birds of Paradise	SC	R	•••••	Mark Poole	G	ALPHA	10.50
Camouflage	INS	U	•••	Jesper Myrfors	G	ALPHA	12.50
• Channel	SOR	U	••	Richard Thomas	GG	ALPHA	1.50
Cockatrice	SC	R	•••••	Dan Frazier	GG3	ALPHA	10.00
Craw Wurm	SC	C	••	Daniel Gelon	GG4	ALPHA	1.00
Elvish Archers	SC	R	••	Anson Maddocks	G1	ALPHA	6.00
Fastbond	EN	R	••	Mark Poole	G	ALPHA	10.00
Fog	INS	C	•••	Jesper Myrfors	G	ALPHA	1.00
Force of Nature	SC	R	••••	Douglas Shuler	GGGG2	ALPHA	16.00
Fungusaur	SC	R	•••	Daniel Gelon	G3	ALPHA	6.50
Gaea's Liege	SC	R	•••••	Dameon Willich	GGG3	ALPHA	10.00
Giant Growth	INS	C	••••	Sandra Everingham	G	ALPHA	1.00
Giant Spider	SC	C	••••	Sandra Everingham	G3	ALPHA	1.00
Grizzly Bears	SC	C	•••	Jeff A. Menges	G1	ALPHA	1.00
Hurricane	SOR	U	••••	Dameon Willich	GX	ALPHA	1.50
Ice Storm	SOR	U	•••	Dan Frazier	G2	ALPHA	20.00
Instill Energy	EC	U	••••	Dameon Willich	G	ALPHA	1.50
Ironroot Treefolk	SC	C	•••	Jesper Myrfors	G4	ALPHA	1.00
Kudzu	EL	R	•	Mark Poole	GG1	ALPHA	8.00
Ley Druid	SC	U	•••	Sandra Everingham	G2	ALPHA	1.50
Lifeforce	EN	U	••••	Dameon Willich	GG	ALPHA	1.50
Lifelace	INT	R	•	Amy Weber	G	ALPHA	3.50
Living Artifact	EA	R	•••	Anson Maddocks	G	ALPHA	5.00
Living Lands	EN	R	••	Jesper Myrfors	G3	ALPHA	5.00
Llanowar Elves	SC	C	••••	Anson Maddocks	G	ALPHA	1.00
Lure	EC	U	•••••	Anson Maddocks	GG1	ALPHA	1.50
Natural Selection	INS	R	•	Mark Poole	G	ALPHA	50.00
Regeneration	EC	C	••••	Quinton Hoover	G1	ALPHA	1.00
• Regrowth	SOR	U	•••••	Dameon Willich	G1	ALPHA	8.50
Scryb Sprites	SC	C	••••	Amy Weber	G	ALPHA	1.00
Shanodin Dryads	SC	C	••••	Anson Maddocks	G	ALPHA	1.00
Stream of Life	SOR	C	••••	Mark Poole	GX	ALPHA	1.00
Thicket Basilisk	SC	U	••••	Dan Frazier	GG3	ALPHA	3.50
Timber Wolves	SC	R	•••	Melissa Benson	G	ALPHA	6.00
Tranquility	SOR	C	••••	Douglas Shuler	G2	ALPHA	1.00
Tsunami	SOR	U	••	Richard Thomas	G3	ALPHA	1.50
Verduran Enchantress	SC	R	••	Kev Brockschmidt	GG1	ALPHA	7.00
Wall of Brambles	SC	U	•••	Anson Maddocks	G2	ALPHA	1.50
Wall of Ice	SC	U	•••	Richard Thomas	G2	ALPHA	1.50
Wall of Wood	SC	C	••	Mark Tedin	G	ALPHA	1.00
Wanderlust	EC	U	•••	Cornelius Brudi	G2	ALPHA	1.50
War Mammoth	SC	C	••••	Jeff A. Menges	G3	ALPHA	1.00
Web	EC	R	••••	Rob Alexander	G	ALPHA	5.00
Wild Growth	EL	C	••	Mark Poole	G	ALPHA	1.00
RED							
Burrowing	EC	C	•••	Mark Poole	R	ALPHA	1.50
Chaoslace	INT	R	•••	Dameon Willich	R	ALPHA	3.50



Hey, Wheel of Fortune is a great spell, but knowing when not to use it is almost as important as knowing when to use it. If your opponent has very few cards and your hand is passable, giving your opponent seven new cards might be a mistake.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Disintegrate	SOR	C	••••	Anson Maddocks	RX	ALPHA	1.00
Dragon Whelp	SC	U	••••	Amy Weber	RR2	ALPHA	3.50
Dwarven Demolition Team	SC	U	•••	Kev Brockschmidt	R2	ALPHA	13.00
Dwarven Warriors	SC	C	•••••	Douglas Shuler	R2	ALPHA	1.00
Earth Elemental	SC	U	•••	Dan Frazier	RR3	ALPHA	3.50
Earthbind	EC	C	•••	Quinton Hoover	R	ALPHA	1.50
Earthquake	SOR	R	•••	Dan Frazier	RX	ALPHA	6.00
False Orders	INS	C	••••	Anson Maddocks	R	ALPHA	6.00
Fire Elemental	SC	U	•••	Melissa Benson	RR3	ALPHA	2.50
Fireball	SOR	C	••••	Mark Tedin	RX	ALPHA	1.00
Firebreathing	EC	C	••••	Dan Frazier	R	ALPHA	1.00
Flashfires	SOR	U	••••	Dameon Willich	R3	ALPHA	1.50
• Fork	INT	R	•••••	Amy Weber	RR	ALPHA	30.00

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Goblin Balloon Brigade	SC	U	•••	Andi Rusu	R	ALPHA	1.50
Goblin King	SC	R	•••	Jesper Myrfors	RR1	ALPHA	11.00
Granite Gargoyle	SC	R	•••	Christopher Rush	R2	ALPHA	13.50
Gray Ogre	SC	C	••	Dan Frazier	R2	ALPHA	1.00
Hill Giant	SC	C	••	Dan Frazier	R3	ALPHA	1.00
Hurloon Minotaur	SC	C	••	Anson Maddocks	RR1	ALPHA	1.00
Ironclaw Orcs	SC	C	•	Anson Maddocks	R1	ALPHA	1.00
Keldon Warlord	SC	U	•••	Kev Brockschmidt	RR2	ALPHA	3.50
Lightning Bolt	INS	C	•••••	Christopher Rush	R	ALPHA	1.00
Mana Flare	EN	R	••••	Christopher Rush	R2	ALPHA	7.50
Manabarbs	EN	R	••	Christopher Rush	R3	ALPHA	5.00
Mons's Goblin Raiders	SC	C	•	Jeff A. Menges	R	ALPHA	1.00
Orcish Artillery	SC	U	•••	Anson Maddocks	RR1	ALPHA	1.50
Orcish Oriflamme	EN	U	•••	Dan Frazier	R3	ALPHA	3.50
Power Surge	EN	R	•••••	Douglas Shuler	RR	ALPHA	5.00
Raging River	EN	R	•••	Sandra Everingham	RR	ALPHA	60.00
Red Elemental Blast	INT	C	•••••	Richard Thomas	R	ALPHA	1.00
Roc of Kher Ridges	SC	R	••••	Andi Rusu	R3	ALPHA	12.50
Rock Hydra	SC	R	•••	Jeff A. Menges	RRX	ALPHA	20.00
Sedge Troll	SC	R	•••	Dan Frazier	R2	ALPHA	12.00
Shatter	INS	C	••••	Amy Weber	R1	ALPHA	1.00





Orcs, as a whole, suck. But the Orcish Spy is an exception. Tap him to look at the top three cards of any library. Combine him with a Millstone and you can make it real tough for your opponent to get any good cards. Try this killer combo on yourself to get past any unwanted cards.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Shivan Dragon	SC	R	•••••	Melissa Benson	RR4	ALPHA	25.00
Smoke	EN	R	••	Jesper Myrfors	RR	ALPHA	5.00
Stone Giant	SC	U	•••	Dameon Willich	RR2	ALPHA	1.50
Stone Rain	SOR	C	•••	Daniel Gelon	R2	ALPHA	1.00
Tunnel	SOR	U	••	Dan Frazier	R	ALPHA	1.00
Two-Headed Giant of Foriys	SC	R	••••	Anson Maddocks	R4	ALPHA	60.00
Uthden Troll	SC	U	••••	Douglas Shuler	R2	ALPHA	3.50
Wall of Fire	SC	U	•••	Richard Thomas	RR1	ALPHA	1.50
Wall of Stone	SC	U	•••	Dan Frazier	RR1	ALPHA	1.50
• Wheel of Fortune	SOR	R	•••••	Daniel Gelon	R2	ALPHA	15.00
WHITE							
Animate Wall	EC	R	••	Dan Frazier	W	ALPHA	4.00
Armageddon	SOR	R	•••••	Jesper Myrfors	W1	ALPHA	7.00
• Balance	SOR	R	•••••	Mark Poole	W1	ALPHA	7.00
Benalish Hero	SC	C	•••	Douglas Shuler	W	ALPHA	1.00
Black Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.00
Blaze of Glory	INS	R	•••	Richard Thomas	W	ALPHA	52.50
Blessing	EC	R	••••	Julie Baroh	WW	ALPHA	7.50
Blue Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.00
Castle	EN	U	•••	Dameon Willich	W3	ALPHA	3.50
Circle of Protection: Black	EN	C	••••	Jesper Myrfors	W1	BETA	1.00
1: Prevent all damage to you from one black source.							
Circle of Protection: Blue	EN	C	•••	Dameon Willich	W1	ALPHA	1.00
Circle of Protection: Green	EN	C	•••	Sandra Everingham	W1	ALPHA	1.00
Circle of Protection: Red	EN	C	••••	Mark Tedin	W1	ALPHA	1.00
Circle of Protection: White	EN	C	•••	Douglas Shuler	W1	ALPHA	1.00
Consecrate Land	EL	U	••••	Jeff A. Menges	W	ALPHA	17.50
Conversion	EN	U	••••	Jesper Myrfors	WW2	ALPHA	3.50
Crusade	EN	R	••••	Mark Poole	WW	ALPHA	8.00
Death Ward	INS	C	••••	Mark Poole	W	ALPHA	1.00
Disenchant	INS	C	•••••	Amy Weber	W1	ALPHA	1.00
Farmstead	EL	R	•	Mark Poole	WWW	ALPHA	8.00
Green Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.00
Guardian Angel	INS	C	•••	Anson Maddocks	WX	ALPHA	1.50
Healing Salve	INS	C	•••	Dan Frazier	W	ALPHA	1.00
Holy Armor	EC	C	•••	Melissa Benson	W	ALPHA	1.00
Holy Strength	EC	C	•••	Anson Maddocks	W	ALPHA	1.00
Island Sanctuary	EN	R	••	Mark Poole	W1	ALPHA	6.00
Karma	EN	U	•••••	Richard Thomas	WW2	ALPHA	1.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Lance	EC	U	••	Rob Alexander	W	ALPHA	2.50
Mesa Pegasus	SC	C	••••	Melissa Benson	W1	ALPHA	1.00
Northern Paladin	SC	R	••••	Douglas Shuler	WW2	ALPHA	10.50
Pearled Unicorn	SC	C	••	Cornelius Brudi	W2	ALPHA	1.00
Personal Incarnation	SC	R	•••	Kev Brockschmidt	WWW3	ALPHA	9.00
Purelace	INT	R	•••	Sandra Everingham	W	ALPHA	3.50
Red Ward	EC	U	••••	Dan Frazier	W	ALPHA	1.00
Resurrection	SOR	U	••••	Dameon Willich	WW2	ALPHA	3.00
Reverse Damage	INS	R	•••••	Dameon Willich	WW1	ALPHA	8.50
Righteousness	INS	R	••••	Douglas Shuler	W	ALPHA	7.50
Samite Healer	SC	C	•••	Tom Wänerstrand	W1	ALPHA	1.00
Savannah Lions	SC	R	•••	Daniel Gelon	W	ALPHA	6.00
Serra Angel	SC	U	•••••	Douglas Shuler	WW3	ALPHA	8.50
Swords to Plowshares	INS	U	•••••	Jeff A. Menges	W	ALPHA	2.50
Veteran Bodyguard	SC	R	••••	Douglas Shuler	WW3	ALPHA	18.00
Wall of Swords	SC	U	••••	Mark Tedin	W3	ALPHA	3.50
White Knight	SC	U	••••	Daniel Gelon	WW	ALPHA	3.50
White Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.00
Wrath of God	INS	R	••••	Quinton Hoover	WW2	ALPHA	7.50
LANDS							
Badlands	LAN	R	••••	Rob Alexander		ALPHA	25.00
Bayou	LAN	R	••••	Jesper Myrfors		ALPHA	25.00
Forest	LAN	C	—	Christopher Rush		ALPHA	.30
Island	LAN	R	—	Mark Poole		ALPHA	.40
Island	LAN	C	—	Mark Poole		ALPHA	.30
Mountain	LAN	C	—	Douglas Shuler		ALPHA	.30
Plains	LAN	C	—	Jesper Myrfors		ALPHA	.30
Plateau	LAN	R	••••	Drew Tucker		ALPHA	25.00
Savannah	LAN	R	••••	Rob Alexander		ALPHA	25.00
Scrubland	LAN	R	••••	Jesper Myrfors		ALPHA	25.00
Swamp	LAN	C	—	Dan Frazier		ALPHA	.30
Taiga	LAN	R	••••	Rob Alexander		ALPHA	25.00
Tropical Island	LAN	R	••••	Jesper Myrfors		ALPHA	25.00
Tundra	LAN	R	••••	Jesper Myrfors		ALPHA	25.00
Underground Sea	LAN	R	••••	Rob Alexander		ALPHA	25.00
Volcanic Island	LAN	R	••••	Brian Snoddy		BETA	25.00
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.							

UNLIMITED EDITION

Booster Pack	$50.00
Booster Box	$1,750.00
Full Set (302)	$1,500.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
ARTIFACTS							
Ankh of Mishra	ART	R	••	Amy Weber	2	ALPHA	4.00
Basalt Monolith	ART	U	•••	Jesper Myrfors	3	ALPHA	2.00
• Black Lotus	ART	R	•••••	Christopher Rush	0	ALPHA	200.00
Black Vise	ART	U	••••	Richard Thomas	1	ALPHA	2.50
Celestial Prism	ART	U	•••	Amy Weber	3	ALPHA	1.50
• Chaos Orb	ART	R	••••	Mark Tedin	2	ALPHA	65.00
Clockwork Beast	AC	R	•••	Drew Tucker	6	ALPHA	4.50
Conservator	ART	U	•••	Amy Weber	4	ALPHA	1.50
Copper Tablet	ART	U	••	Amy Weber	2	ALPHA	8.00
Crystal Rod	ART	U	••	Amy Weber	1	ALPHA	1.50
Cyclopean Tomb	ART	R	•••	Anson Maddocks	4	ALPHA	47.50
Dingus Egg	ART	R	••	Dan Frazier	4	ALPHA	5.00
Disrupting Scepter	ART	R	•••	Dan Frazier	3	ALPHA	5.00
Forcefield	ART	R	•••••	Dan Frazier	3	ALPHA	70.00
Gauntlet of Might	ART	R	•••••	Christopher Rush	4	ALPHA	85.00
Glasses of Urza	ART	U	•••	Douglas Shuler	1	ALPHA	1.50
Helm of Chatzuk	ART	R	•••	Mark Tedin	1	ALPHA	3.50
Hive, The	ART	R	•••	Sandra Everingham	5	ALPHA	6.00
Howling Mine	ART	R	••••	Mark Poole	2	ALPHA	7.50
Icy Manipulator	ART	U	•••••	Douglas Shuler	4	ALPHA	50.00
Illusionary Mask	ART	R	•••	Amy Weber	2	ALPHA	40.00
Iron Star	ART	U	••	Dan Frazier	1	ALPHA	1.50
Ivory Cup	ART	U	••	Anson Maddocks	1	ALPHA	1.50
Jade Monolith	ART	R	••	Anson Maddocks	4	ALPHA	3.00
Jade Statue	ART	U	••••	Dan Frazier	4	ALPHA	11.50
Jayemdae Tome	ART	R	••••	Mark Tedin	4	ALPHA	4.50
Juggernaut	AC	U	••••	Dan Frazier	4	ALPHA	6.00
Kormus Bell	ART	R	••	Christopher Rush	4	ALPHA	4.00
Library of Leng	ART	U	•••	Daniel Gelon	1	ALPHA	1.50
Living Wall	AC	U	•••	Anson Maddocks	4	ALPHA	2.50
Mana Vault	ART	R	••••	Mark Tedin	1	ALPHA	4.50
Meekstone	ART	R	••••	Quinton Hoover	1	ALPHA	5.00
• Mox Emerald	ART	R	•••••	Dan Frazier	0	ALPHA	100.00
• Mox Jet	ART	R	•••••	Dan Frazier	0	ALPHA	100.00
• Mox Pearl	ART	R	•••••	Dan Frazier	0	ALPHA	100.00
• Mox Ruby	ART	R	•••••	Dan Frazier	0	ALPHA	100.00
• Mox Sapphire	ART	R	•••••	Dan Frazier	0	ALPHA	100.00
Nevinyrral's Disk	ART	R	••••	Mark Tedin	4	ALPHA	5.00
Obsianus Golem	AC	U	•••	Jesper Myrfors	6	ALPHA	1.50
Rod of Ruin	ART	U	•••	Christopher Rush	4	ALPHA	1.50
• Sol Ring	ART	U	••••	Mark Tedin	1	ALPHA	6.50

Indicates Price Increase   Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Soul Net	ART	U	••	Dameon Willich	1	ALPHA	1.50
Sunglasses of Urza	ART	R	••••	Dan Frazier	3	ALPHA	4.50
Throne of Bone	ART	U	••	Anson Maddocks	1	ALPHA	1.50
• Time Vault	ART	R	••••	Mark Tedin	2	ALPHA	37.50
Winter Orb	ART	R	•••	Mark Tedin	2	ALPHA	4.50
Wooden Sphere	ART	U	••	Mark Tedin	1	ALPHA	1.50

BLACK

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Animate Dead	EC	U	••••	Anson Maddocks	B1	ALPHA	1.50
Bad Moon	EN	R	•••	Jesper Myrfors	B1	ALPHA	7.50
Black Knight	SC	U	••••	Jeff A. Menges	BB	ALPHA	3.00
Bog Wraith	SC	U	•••	Jeff A. Menges	B3	ALPHA	2.00
• Contract from Below	SOR	R	••	Douglas Shuler	B	ALPHA	4.50
Cursed Land	EL	U	•••	Jesper Myrfors	BB2	ALPHA	1.50
Dark Ritual	INT	C	•••••	Anson Maddocks	B	ALPHA	1.50
• Darkpact	SOR	R	••••	Quinton Hoover	BBB	ALPHA	4.00
Deathgrip	EN	U	•••	Anson Maddocks	BB	ALPHA	1.50
Deathlace	INT	R	•••	Sandra Everingham	B	ALPHA	3.00
• Demonic Attorney	SOR	R	••	Daniel Gelon	B	ALPHA	5.00
Demonic Hordes	SC	R	••••	Jesper Myrfors	BBB3	ALPHA	16.00
• Demonic Tutor	SOR	U	•••••	Douglas Shuler	B1	ALPHA	8.00
Drain Life	SOR	C	•••	Douglas Shuler	B1X	ALPHA	1.50
Drudge Skeletons	SC	C	••••	Sandra Everingham	B1	ALPHA	1.50
Evil Presence	EL	U	•••	Sandra Everingham	B	ALPHA	1.50
Fear	EC	C	••••	Mark Poole	BB	ALPHA	1.50
Frozen Shade	SC	C	•••	Douglas Shuler	B2	ALPHA	1.50
Gloom	EN	U	••••	Dan Frazier	B2	ALPHA	1.50
Howl from Beyond	INS	C	••••	Mark Poole	BX	ALPHA	1.50
Hypnotic Specter	SC	U	••••	Douglas Shuler	BB1	ALPHA	3.00
Lich	EN	R	••	Daniel Gelon	BBBB	ALPHA	48.50
Lord of the Pit	SC	R	•••	Mark Tedin	BBB4	ALPHA	10.00
• Mind Twist	SOR	R	•••••	Julie Baroh	BX	ALPHA	7.00
Nether Shadow	SC	R	•••	Christopher Rush	BB	ALPHA	5.00
Nettling Imp	SC	U	•••	Quinton Hoover	B2	ALPHA	5.50
Nightmare	SC	R	•••••	Melissa Benson	B5	ALPHA	12.00
Paralyze	EC	C	•••	Anson Maddocks	B	ALPHA	1.50
Pestilence	EN	C	•••••	Jesper Myrfors	BB2	ALPHA	1.50
Plague Rats	SC	C	••	Anson Maddocks	B2	ALPHA	1.50
Raise Dead	SOR	C	•••	Jeff A. Menges	B	ALPHA	1.50
Royal Assassin	SC	R	•••••	Tom Wänerstrand	BB1	ALPHA	16.00
Sacrifice	INT	U	•	Dan Frazier	B	ALPHA	2.00
Scathe Zombies	SC	C	••	Jesper Myrfors	B2	ALPHA	1.50
Scavenging Ghoul	SC	U	•••	Jeff A. Menges	B3	ALPHA	2.00
Sengir Vampire	SC	U	••••	Anson Maddocks	BB3	ALPHA	5.00
Simulacrum	INS	U	••••	Mark Poole	B1	ALPHA	1.50
Sinkhole	SOR	C	•••	Sandra Everingham	BB	ALPHA	7.00
Terror	INS	C	••••	Ron Spencer	B1	ALPHA	1.50
Unholy Strength	EC	C	•••	Douglas Shuler	B	ALPHA	1.50
Wall of Bone	SC	U	••	Anson Maddocks	B2	ALPHA	1.50
Warp Artifact	EA	R	•••	Amy Weber	BB	ALPHA	3.50
Weakness	EC	C	••••	Douglas Shuler	B	ALPHA	1.50
Will-O'-The-Wisp	SC	R	•••••	Jesper Myrfors	B	ALPHA	8.00
Word of Command	INS	R	•	Jesper Myrfors	BB	ALPHA	47.50
Zombie Master	SC	R	••	Jeff A. Menges	BB1	ALPHA	6.00

BLUE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Air Elemental	SC	U	••••	Richard Thomas	UU3	ALPHA	2.00
• Ancestral Recall	INS	R	•••••	Mark Poole	U	ALPHA	70.00
Animate Artifact	EA	U	•••	Douglas Shuler	U3	ALPHA	1.50
Blue Elemental Blast	INT	C	•••	Richard Thomas	U	ALPHA	1.50
• Braingeyser	SOR	R	••••	Mark Tedin	UUX	ALPHA	13.00
Clone	SC	U	••••	Julie Baroh	U3	ALPHA	8.00
Control Magic	EC	U	•••••	Dameon Willich	UU2	ALPHA	3.00
• Copy Artifact	EN	R	••••	Amy Weber	U1	ALPHA	9.00
Counterspell	INT	U	•••••	Mark Poole	UU	ALPHA	3.00
Creature Bond	EC	C	••	Anson Maddocks	U1	ALPHA	1.50
Drain Power	SOR	R	••••	Douglas Shuler	UU	ALPHA	6.00
Feedback	EE	U	••	Quinton Hoover	U2	ALPHA	1.50
Flight	EC	C	••••	Anson Maddocks	U	ALPHA	1.50
Invisibility	EC	C	••••	Anson Maddocks	UU	ALPHA	6.00
Jump	INS	C	••	Mark Poole	U	ALPHA	1.50
Lifetap	EN	U	••••	Anson Maddocks	UU	ALPHA	1.50
Lord of Atlantis	SC	R	•••	Melissa Benson	UU	ALPHA	7.50
Magical Hack	INT	R	•••••	Julie Baroh	U	ALPHA	7.50
Mahamoti Djinn	SC	R	•••••	Dan Frazier	UU4	ALPHA	9.00
Mana Short	INS	R	••••	Dameon Willich	U2	ALPHA	5.00
Merfolk of the Pearl Trident	SC	C	••	Jeff A. Menges	U	ALPHA	1.50
Phantasmal Forces	SC	U	••	Mark Poole	U3	ALPHA	1.50
Phantasmal Terrain	EL	C	••••	Dameon Willich	UU	ALPHA	1.50
Phantom Monster	SC	U	••••	Jesper Myrfors	U3	ALPHA	2.00
Pirate Ship	SC	R	••••	Tom Wänerstrand	U4	ALPHA	5.00
Power Leak	EE	C	••	Drew Tucker	U1	ALPHA	1.50
Power Sink	INT	C	••••	Richard Thomas	UX	ALPHA	1.50
Prodigal Sorcerer	SC	C	•••••	Douglas Shuler	U2	ALPHA	1.50
Psionic Blast	INS	U	••••	Douglas Shuler	U2	ALPHA	13.00
Psychic Venom	EL	C	••	Brian Snoddy	U1	ALPHA	1.50
Sea Serpent	SC	C	••	Jeff A. Menges	U5	ALPHA	1.50
Siren's Call	INS	U	•••	Anson Maddocks	U	ALPHA	1.50
Sleight of Mind	INT	R	•••••	Mark Poole	U	ALPHA	6.00
Spell Blast	INT	C	••••	Brian Snoddy	UX	ALPHA	1.50
Stasis	EN	R	•••	Fay Jones	U1	ALPHA	4.50
Steal Artifact	EA	U	•••	Amy Weber	UU2	ALPHA	2.00
Thoughtlace	INT	R	•••	Mark Poole	U	ALPHA	3.00
• Time Walk	SOR	R	•••••	Amy Weber	U1	ALPHA	100.00
• Timetwister	SOR	R	•••••	Mark Tedin	U2	ALPHA	70.00
Twiddle	INS	C	•••••	Rob Alexander	U	ALPHA	3.00
Unsummon	INS	C	•••	Douglas Shuler	U	ALPHA	1.50
Vesuvan Doppelganger	SC	R	•••••	Quinton Hoover	UU3	ALPHA	24.00
Volcanic Eruption	SOR	R	•••	Douglas Shuler	UUUX	ALPHA	4.50
Wall of Air	SC	U	•••	Richard Thomas	UU1	ALPHA	1.50
Wall of Water	SC	U	••	Richard Thomas	UU1	ALPHA	1.50
Water Elemental	SC	U	••	Jeff A. Menges	UU3	ALPHA	1.50

GREEN

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Aspect of Wolf	EC	R	••••	Jeff A. Menges	G1	ALPHA	6.00
• Berserk	INS	U	•••••	Dan Frazier	G	ALPHA	23.00
Birds of Paradise	SC	R	•••••	Mark Poole	G	ALPHA	7.50
Camouflage	INS	U	•••	Jesper Myrfors	G	ALPHA	8.50
• Channel	SOR	U	••	Richard Thomas	GG	ALPHA	1.50
Cockatrice	SC	R	•••••	Dan Frazier	GG3	ALPHA	7.50
Craw Wurm	SC	C	••	Daniel Gelon	GG4	ALPHA	1.50
Elvish Archers	SC	R	••	Anson Maddocks	G1	ALPHA	5.00
Fastbond	EN	R	••	Mark Poole	G	ALPHA	8.00
Fog	INS	C	•••	Jesper Myrfors	G	ALPHA	1.50
Force of Nature	SC	R	••••	Douglas Shuler	GGGG2	ALPHA	12.50
Fungusaur	SC	R	•••	Daniel Gelon	G3	ALPHA	6.00
Gaea's Liege	SC	R	•••••	Dameon Willich	GGG3	ALPHA	9.00
Giant Growth	INS	C	••••	Sandra Everingham	G	ALPHA	1.50
Giant Spider	SC	C	••••	Sandra Everingham	G3	ALPHA	1.50
Grizzly Bears	SC	C	•••	Jeff A. Menges	G1	ALPHA	1.50
Hurricane	SOR	U	••••	Dameon Willich	GX	ALPHA	1.50
Ice Storm	SOR	U	•••	Dan Frazier	G2	ALPHA	13.50
Instill Energy	EC	U	••••	Dameon Willich	G	ALPHA	1.50
Ironroot Treefolk	SC	C	•••	Jesper Myrfors	G4	ALPHA	1.50
Kudzu	EL	R	•	Mark Poole	GG1	ALPHA	6.50
Ley Druid	SC	U	•••	Sandra Everingham	G2	ALPHA	1.50
Lifeforce	EN	U	••••	Dameon Willich	GG	ALPHA	1.50
Lifelace	INT	R	•	Amy Weber	G	ALPHA	3.00
Living Artifact	EA	R	•••	Anson Maddocks	G	ALPHA	3.50
Living Lands	EN	R	••	Jesper Myrfors	G3	ALPHA	4.50
Llanowar Elves	SC	C	••••	Anson Maddocks	G	ALPHA	1.50
Lure	EC	U	•••••	Anson Maddocks	GG1	ALPHA	1.50
Natural Selection	INS	R	•	Mark Poole	G	ALPHA	32.00
Regeneration	EC	C	••••	Quinton Hoover	G1	ALPHA	1.50



Last month, we gave Essence Flare a pretty bad rap for being useless, but since then, we've found one good application for it. If your opponent has any low-toughness creatures, just chuck it on one of them and that should put an end to your problems pretty quick.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
• Regrowth	SOR	U	•••••	Dameon Willich	G1	ALPHA	7.00
Scryb Sprites	SC	C	••••	Amy Weber	G	ALPHA	1.50
Shanodin Dryads	SC	C	••••	Anson Maddocks	G	ALPHA	1.50
Stream of Life	SOR	C	••••	Mark Poole	GX	ALPHA	1.50
Thicket Basilisk	SC	U	••••	Dan Frazier	GG3	ALPHA	3.00
Timber Wolves	SC	R	•••	Melissa Benson	G	ALPHA	4.50
Tranquility	SOR	C	••••	Douglas Shuler	G2	ALPHA	1.50
Tsunami	SOR	U	••	Richard Thomas	G3	ALPHA	1.50
Verduran Enchantress	SC	R	••	Kev Brockschmidt	GG1	ALPHA	6.00
Wall of Brambles	SC	U	•••	Anson Maddocks	G2	ALPHA	1.50
Wall of Ice	SC	U	•••	Richard Thomas	G2	ALPHA	1.50
Wall of Wood	SC	C	••	Mark Tedin	G	ALPHA	1.50
Wanderlust	EC	U	•••	Cornelius Brudi	G2	ALPHA	1.50
War Mammoth	SC	C	••••	Jeff A. Menges	G3	ALPHA	1.50
Web	EC	R	••••	Rob Alexander	G	ALPHA	4.50
Wild Growth	EL	C	••	Mark Poole	G	ALPHA	1.50

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
RED							
Burrowing	EC	C	•••	Mark Poole	R	ALPHA	1.50
Chaoslace	INT	R	•••	Dameon Willich	R	ALPHA	3.00
Disintegrate	SOR	C	••••	Anson Maddocks	RX	ALPHA	1.50
Dragon Whelp	SC	U	••••	Amy Weber	RR2	ALPHA	3.00
Dwarven Demolition Team	SC	U	•••	Kev Brockschmidt	R2	ALPHA	8.50
Dwarven Warriors	SC	C	•••••	Douglas Shuler	R2	ALPHA	1.50
Earth Elemental	SC	U	•••	Dan Frazier	RR3	ALPHA	2.50
Earthbind	EC	C	•••	Quinton Hoover	R	ALPHA	1.00
Earthquake	SOR	R	•••	Dan Frazier	RX	ALPHA	5.00
False Orders	INS	C	••••	Anson Maddocks	R	ALPHA	4.00
Fire Elemental	SC	U	•••	Melissa Benson	RR3	ALPHA	1.50
Fireball	SOR	C	••••	Mark Tedin	RX	ALPHA	1.50





The Sorceress Queen turns any creature to a 0/2, and Transmutation switches a creature's power with its toughness. Need we say more?

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Firebreathing	EC	C	••••	Dan Frazier	R	ALPHA	1.50
Flashfires	SOR	U	••••	Dameon Willich	R3	ALPHA	1.50
• Fork	INT	R	•••••	Amy Weber	RR	ALPHA	22.50
Goblin Balloon Brigade	SC	U	•••	Andi Rusu	R	ALPHA	1.50
Goblin King	SC	R	•••	Jesper Myrfors	RR1	ALPHA	8.00
Granite Gargoyle	SC	R	•••	Christopher Rush	R2	ALPHA	10.00
Gray Ogre	SC	C	••	Dan Frazier	R2	ALPHA	1.50
Hill Giant	SC	C	••	Dan Frazier	R3	ALPHA	1.50
Hurloon Minotaur	SC	C	••	Anson Maddocks	RR1	ALPHA	1.50
Ironclaw Orcs	SC	C	•	Anson Maddocks	R1	ALPHA	.50
Keldon Warlord	SC	U	•••	Kev Brockschmidt	RR2	ALPHA	3.00
Lightning Bolt	INS	C	•••••	Christopher Rush	R	ALPHA	1.50
Mana Flare	EN	R	••••	Christopher Rush	R2	ALPHA	5.50
Manabarbs	EN	R	••	Christopher Rush	R3	ALPHA	4.50
Mons's Goblin Raiders	SC	C	•	Jeff A. Menges	R	ALPHA	1.50
Orcish Artillery	SC	U	•••	Anson Maddocks	RR1	ALPHA	1.50
Orcish Oriflamme	EN	U	•••	Dan Frazier	R3	ALPHA	3.00
Power Surge	EN	R	•••••	Douglas Shuler	RR	ALPHA	3.50
Raging River	EN	R	•••	Sandra Everingham	RR	ALPHA	40.00
Red Elemental Blast	INT	C	•••••	Richard Thomas	R	ALPHA	1.50
Roc of Kher Ridges	SC	R	••••	Andi Rusu	R3	ALPHA	10.00
Rock Hydra	SC	R	•••	Jeff A. Menges	RRX	ALPHA	16.00
Sedge Troll	SC	R	•••	Dan Frazier	R2	ALPHA	9.00
Shatter	INS	C	••••	Amy Weber	R1	ALPHA	1.50
Shivan Dragon	SC	R	•••••	Melissa Benson	RR4	ALPHA	20.00
Smoke	EN	R	••	Jesper Myrfors	RR	ALPHA	4.00
Stone Giant	SC	U	•••	Dameon Willich	RR2	ALPHA	1.50
Stone Rain	SOR	C	•••	Daniel Gelon	R2	ALPHA	1.50
Tunnel	SOR	U	••	Dan Frazier	R	ALPHA	1.50
Two-Headed Giant of Foriys	SC	R	••••	Anson Maddocks	R4	ALPHA	40.00
Uthden Troll	SC	U	••••	Douglas Shuler	R2	ALPHA	2.50
Wall of Fire	SC	U	•••	Richard Thomas	RR1	ALPHA	1.50
Wall of Stone	SC	U	•••	Dan Frazier	RR1	ALPHA	1.50
• Wheel of Fortune	SOR	R	•••••	Daniel Gelon	R2	ALPHA	12.00
WHITE							
Animate Wall	EC	R	••	Dan Frazier	W	ALPHA	3.50
Armageddon	SOR	R	•••••	Jesper Myrfors	W1	ALPHA	6.00
• Balance	SOR	R	•••••	Mark Poole	W1	ALPHA	6.00
Benalish Hero	SC	C	•••	Douglas Shuler	W	ALPHA	1.50
Black Ward	EC	U	••••	Dan Frazier	W	ALPHA	1.50
Blaze of Glory	INS	R	•••	Richard Thomas	W	ALPHA	35.00
Blessing	EC	R	••••	Julie Baroh	WW	ALPHA	5.50
Blue Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.50
Castle	EN	U	•••	Dameon Willich	W3	ALPHA	3.00
Circle of Protection: Black	EN	C	••••	Jesper Myrfors	W1	BETA	1.50
Circle of Protection: Blue	EN	C	•••	Dameon Willich	W1	ALPHA	1.50
Circle of Protection: Green	EN	C	•••	Sandra Everingham	W1	ALPHA	1.50
Circle of Protection: Red	EN	C	••••	Mark Tedin	W1	ALPHA	1.50
Circle of Protection: White	EN	C	•••	Douglas Shuler	W1	ALPHA	1.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Consecrate Land	EL	U	••••	Jeff A. Menges	W	ALPHA	11.00
Conversion	EN	U	••••	Jesper Myrfors	WW2	ALPHA	3.00
Crusade	EN	R	••••	Mark Poole	WW	ALPHA	6.00
Death Ward	INS	C	••••	Mark Poole	W	ALPHA	1.50
Disenchant	INS	C	•••••	Amy Weber	W1	ALPHA	1.50
Farmstead	EL	R	•	Mark Poole	WWW	ALPHA	6.50
Green Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.50
Guardian Angel	INS	C	•••	Anson Maddocks	WX	ALPHA	1.50
Healing Salve	INS	C	•••	Dan Frazier	W	ALPHA	1.50
Holy Armor	EC	C	•••	Melissa Benson	W	ALPHA	1.50
Holy Strength	EC	C	•••	Anson Maddocks	W	ALPHA	1.50
Island Sanctuary	EN	R	••	Mark Poole	W1	ALPHA	4.50
Karma	EN	U	•••••	Richard Thomas	WW2	ALPHA	1.50
Lance	EC	U	••	Rob Alexander	W	ALPHA	1.50
Mesa Pegasus	SC	C	••••	Melissa Benson	W1	ALPHA	1.50
Northern Paladin	SC	R	••••	Douglas Shuler	WW2	ALPHA	9.50
Pearled Unicorn	SC	C	••	Cornelius Brudi	W2	ALPHA	1.50
Personal Incarnation	SC	R	•••	Kev Brockschmidt	WWW3	ALPHA	6.50
Purelace	INT	R	•••	Sandra Everingham	W	ALPHA	3.00
Red Ward	EC	U	••••	Dan Frazier	W	ALPHA	1.50
Resurrection	SOR	U	••••	Dameon Willich	WW2	ALPHA	2.50
Reverse Damage	INS	R	•••••	Dameon Willich	WW1	ALPHA	6.50
Righteousness	INS	R	••••	Douglas Shuler	W	ALPHA	5.50
Samite Healer	SC	C	•••	Tom Wänerstrand	W1	ALPHA	1.50
Savannah Lions	SC	R	•••	Daniel Gelon	W	ALPHA	5.00
Serra Angel	SC	U	•••••	Douglas Shuler	WW3	ALPHA	7.00
Swords to Plowshares	INS	U	•••••	Jeff A. Menges	W	ALPHA	1.50
Veteran Bodyguard	SC	R	••••	Douglas Shuler	WW3	ALPHA	14.00
Wall of Swords	SC	U	••••	Mark Tedin	W3	ALPHA	2.50
White Knight	SC	U	••••	Daniel Gelon	WW	ALPHA	3.00
White Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.50
Wrath of God	INS	R	••••	Quinton Hoover	WW2	ALPHA	6.50
LANDS							
Badlands	LAN	R	••••	Rob Alexander		ALPHA	20.00
Bayou	LAN	R	••••	Jesper Myrfors		ALPHA	20.00
Forest	LAN	C	—	Christopher Rush		ALPHA	.15
Island	LAN	R	—	Mark Poole		ALPHA	.20
Island	LAN	C	—	Mark Poole		ALPHA	.15
Mountain	LAN	C	—	Douglas Shuler		ALPHA	.15
Plains	LAN	C	—	Jesper Myrfors		ALPHA	.15
Plateau	LAN	R	••••	Drew Tucker		ALPHA	20.00
Savannah	LAN	R	••••	Rob Alexander		ALPHA	20.00
Scrubland	LAN	R	••••	Jesper Myrfors		ALPHA	20.00
Swamp	LAN	C	—	Dan Frazier		ALPHA	.15
Taiga	LAN	R	••••	Rob Alexander		ALPHA	20.00
Tropical Island	LAN	R	••••	Jesper Myrfors		ALPHA	20.00
Tundra	LAN	R	••••	Jesper Myrfors		ALPHA	20.00
Underground Sea	LAN	R	••••	Rob Alexander		ALPHA	20.00
Volcanic Island	LAN	R	••••	Brian Snoddy		BETA	20.00

REVISED EDITION

Booster Pack	$4.50
Booster Box	$200.00
Full Set (302)	$450.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
ARTIFACTS							
Aladdin's Lamp	ART	R	•••	Mark Tedin	10	AN	3.00
Aladdin's Ring	ART	R	•••	Dan Frazier	8	AN	4.00
Ankh of Mishra	ART	R	••	Amy Weber	2	ALPHA	3.00
Armageddon Clock	ART	R	••	Amy Weber	6	AQ	3.00
Basalt Monolith	ART	U	•••	Jesper Myrfors	3	ALPHA	1.50
Black Vise	ART	U	••••	Richard Thomas	1	ALPHA	1.50
Bottle of Suleiman	ART	R	•••	Jesper Myrfors	4	AN	3.50
Brass Man	AC	U	•••	Christopher Rush	1	AN	1.00
Celestial Prism	ART	U	••••	Amy Weber	3	ALPHA	1.00
Clockwork Beast	AC	R	•••	Drew Tucker	6	ALPHA	3.50
Conservator	ART	U	•••	Amy Weber	4	ALPHA	.50
Crystal Rod	ART	U	••	Amy Weber	1	ALPHA	.50
Dancing Scimitar	AC	R	•••	Anson Maddocks	4	AN	3.50
Dingus Egg	ART	R	••	Dan Frazier	4	ALPHA	3.50
Disrupting Scepter	ART	R	•••	Dan Frazier	3	ALPHA	3.50
Dragon Engine	AC	R	••	Anson Maddocks	3	AQ	1.50
Ebony Horse	ART	R	•	Dameon Willich	3	AN	3.00
Flying Carpet	ART	R	••••	Mark Tedin	4	AN	4.00
Glasses of Urza	ART	U	•••	Douglas Shuler	1	ALPHA	1.00
Helm of Chatzuk	ART	R	•••	Mark Tedin	1	ALPHA	2.50
Hive, The	ART	R	•••	Sandra Everingham	5	ALPHA	4.50
Howling Mine	ART	R	••••	Mark Poole	2	ALPHA	5.50
Iron Star	ART	U	••	Dan Frazier	1	ALPHA	.50
Ivory Cup	ART	U	••	Anson Maddocks	1	ALPHA	.50
• Ivory Tower	ART	R	•••••	Margaret Organ-Keen	1	AQ	5.00
Jade Monolith	ART	R	••	Anson Maddocks	4	ALPHA	2.00
Jandor's Ring	ART	R	••	Dan Frazier	6	AN	4.50
Jandor's Saddlebags	ART	R	••••	Dameon Willich	6	AN	3.50
Jayemdae Tome	ART	R	••••	Mark Tedin	4	ALPHA	3.50

Indicates Price Increase   Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Juggernaut	AC	U	••••	Dan Frazier	4	ALPHA	5.00
Kormus Bell	ART	R	••	Christopher Rush	4	ALPHA	3.00
Library of Leng	ART	U	•••	Daniel Gelon	1	ALPHA	1.00
Living Wall	AC	U	•••	Anson Maddocks	4	ALPHA	2.00
Mana Vault	ART	R	••••	Mark Tedin	1	ALPHA	3.50
Meekstone	ART	R	••••	Quinton Hoover	1	ALPHA	4.00
Millstone	ART	R	•••	Kaja Foglio	2	AQ	2.50
Mishra's War Machine	AC	R	•	Amy Weber	7	AQ	2.50
Nevinyrral's Disk	ART	R	••••	Mark Tedin	4	ALPHA	4.00
Obsianus Golem	AC	U	•••	Jesper Myrfors	6	ALPHA	1.00
Onulet	AC	R	••	Anson Maddocks	3	AQ	2.00
Ornithopter	AC	U	••	Amy Weber	0	AQ	1.00
Primal Clay	AC	R	••	Kaja Foglio	4	AQ	3.00
Rack, The	ART	U	•••	Richard Thomas	1	AQ	1.50
Rocket Launcher	ART	R	•••	Pete Venters	4	AQ	4.00
Rod of Ruin	ART	U	•••	Christopher Rush	4	ALPHA	1.00
• Sol Ring	ART	U	••••	Mark Tedin	1	ALPHA	5.00
Soul Net	ART	U	••	Dameon Willich	1	ALPHA	1.00
Sunglasses of Urza	ART	R	••••	Dan Frazier	3	ALPHA	3.50
Throne of Bone	ART	U	••	Anson Maddocks	1	ALPHA	.50
Winter Orb	ART	R	•••	Mark Tedin	2	ALPHA	3.50
Wooden Sphere	ART	U	••	Mark Tedin	1	ALPHA	.50
BLACK							
Animate Dead	EC	U	••••	Anson Maddocks	B1	ALPHA	1.00
Bad Moon	EN	R	•••	Jesper Myrfors	B1	ALPHA	5.50
Black Knight	SC	U	••••	Jeff A. Menges	BB	ALPHA	2.00
Bog Wraith	SC	U	•••	Jeff A. Menges	B3	ALPHA	1.50
• Contract from Below	SOR	R	••	Douglas Shuler	B	ALPHA	3.50
Cursed Land	EL	U	•••	Jesper Myrfors	BB2	ALPHA	.50
Dark Ritual	INT	C	•••••	Anson Maddocks	B	ALPHA	.50
• Darkpact	SOR	R	••••	Quinton Hoover	BBB	ALPHA	3.00
Deathgrip	EN	U	•••	Anson Maddocks	BB	ALPHA	1.00
Deathlace	INT	R	•••	Sandra Everingham	B	ALPHA	2.50
• Demonic Attorney	SOR	R	••	Daniel Gelon	B	ALPHA	4.00
Demonic Hordes	SC	R	••••	Jesper Myrfors	BBB3	ALPHA	12.00
• Demonic Tutor	SOR	U	•••••	Douglas Shuler	B1	ALPHA	6.00
Drain Life	SOR	C	•••	Douglas Shuler	B1X	ALPHA	.50
Drudge Skeletons	SC	C	••••	Sandra Everingham	B1	ALPHA	.50
El-Hajjaj	SC	R	•••	Dameon Willich	BB1	AN	4.50
Erg Raiders	SC	C	••	Dameon Willich	B1	AN	.50
Evil Presence	EL	U	•••	Sandra Everingham	B	ALPHA	1.00
Fear	EC	C	••••	Mark Poole	BB	ALPHA	.50
Frozen Shade	SC	C	•••	Douglas Shuler	B2	ALPHA	.50
Gloom	EN	U	••••	Dan Frazier	B2	ALPHA	1.00
Howl from Beyond	INS	C	••••	Mark Poole	BX	ALPHA	.50
Hypnotic Specter	SC	U	••••	Douglas Shuler	BB1	ALPHA	2.50
Lord of the Pit	SC	R	•••	Mark Tedin	BBB4	ALPHA	8.00
• Mind Twist	SOR	R	•••••	Julie Baroh	BX	ALPHA	5.50
Nether Shadow	SC	R	•••	Christopher Rush	BB	ALPHA	4.00
Nettling Imp	SC	U	•••	Quinton Hoover	B2	ALPHA	4.00
Nightmare	SC	R	•••••	Melissa Benson	B5	ALPHA	9.50
Paralyze	EC	C	•••	Anson Maddocks	B	ALPHA	.50
Pestilence	EN	C	•••••	Jesper Myrfors	BB2	ALPHA	.50
Plague Rats	SC	C	••	Anson Maddocks	B2	ALPHA	.50
Raise Dead	SOR	C	•••	Jeff A. Menges	B	ALPHA	.50
Royal Assassin	SC	R	•••••	Tom Wänerstrand	BB1	ALPHA	12.00
Sacrifice	INT	U	•	Dan Frazier	B	ALPHA	1.50
Scathe Zombies	SC	C	••	Jesper Myrfors	B2	ALPHA	.50
Scavenging Ghoul	SC	U	•••	Jeff A. Menges	B3	ALPHA	1.00
Sengir Vampire	SC	U	••••	Anson Maddocks	BB3	ALPHA	4.00
Simulacrum	INS	U	••••	Mark Poole	B1	ALPHA	1.00
Sorceress Queen	SC	R	•••••	Kaja Foglio	BB1	AN	5.50
Terror	INS	C	••••	Ron Spencer	B1	ALPHA	.50
Unholy Strength	EC	C	•••	Douglas Shuler	B	ALPHA	.50
Wall of Bone	SC	U	••	Anson Maddocks	B2	ALPHA	1.00
Warp Artifact	EA	R	•••	Amy Weber	BB	ALPHA	3.00
Weakness	EC	C	••••	Douglas Shuler	B	ALPHA	.50
Will-O'-The-Wisp	SC	R	•••••	Jesper Myrfors	B	ALPHA	6.00
Zombie Master	SC	R	••	Jeff A. Menges	BB1	ALPHA	4.50
BLUE							
Air Elemental	SC	U	••••	Richard Thomas	UU3	ALPHA	1.50
Animate Artifact	EA	U	•••	Douglas Shuler	U3	ALPHA	1.00
Blue Elemental Blast	INT	C	•••	Richard Thomas	U	ALPHA	.50
• Braingeyser	SOR	R	••••	Mark Tedin	UUX	ALPHA	10.00
Clone	SC	U	••••	Julie Baroh	U3	ALPHA	6.00
Control Magic	EC	U	•••••	Dameon Willich	UU2	ALPHA	2.50
• Copy Artifact	EN	R	••••	Amy Weber	U1	ALPHA	7.00
Counterspell	INT	U	•••••	Mark Poole	UU	ALPHA	2.50
Creature Bond	EC	C	••	Anson Maddocks	U1	ALPHA	.50
Drain Power	SOR	R	••••	Douglas Shuler	UU	ALPHA	4.50
Energy Flux	EN	U	•••	Kaja Foglio	U2	ANT	1.00
Feedback	EE	U	••	Quinton Hoover	U2	ALPHA	.50
Flight	EC	C	••••	Anson Maddocks	U	ALPHA	.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Hurkyl's Recall	INS	R	•••	Né Né Thomas	U1	AQ	4.00
Island Fish Jasconius	SC	R	••	Jesper Myrfors	UUU4	AN	4.00
Jump	INS	C	••	Mark Poole	U	ALPHA	.50
Lifetap	EN	U	••••	Anson Maddocks	UU	ALPHA	1.00
Lord of Atlantis	SC	R	•••	Melissa Benson	UU	ALPHA	6.00
Magical Hack	INT	R	•••••	Julie Baroh	U	ALPHA	6.00
Mahamoti Djinn	SC	R	•••••	Dan Frazier	UU4	ALPHA	7.00
Mana Short	INS	R	••••	Dameon Willich	U2	ALPHA	4.00
Merfolk of the Pearl Trident	SC	C	••	Jeff A. Menges	U	ALPHA	.50
Phantasmal Forces	SC	U	••	Mark Poole	U3	ALPHA	1.00
Phantasmal Terrain	EL	C	••••	Dameon Willich	UU	ALPHA	.50
Phantom Monster	SC	U	••••	Jesper Myrfors	U3	ALPHA	1.00
Pirate Ship	SC	R	••••	Tom Wänerstrand	U4	ALPHA	4.00
Power Leak	EE	C	••	Drew Tucker	U1	ALPHA	.50
Power Sink	INT	C	••••	Richard Thomas	UX	ALPHA	.50
Prodigal Sorcerer	SC	C	•••••	Douglas Shuler	U2	ALPHA	.50
Psychic Venom	EL	C	••	Brian Snoddy	U1	ALPHA	.50
Reconstruction	SOR	C	•••	Anson Maddocks	U	AQ	1.00
Sea Serpent	SC	C	••	Jeff A. Menges	U5	ALPHA	.50
Serendib Efreet	SC	R	•••	Anson Maddocks	U2	AN	9.00
Siren's Call	INS	U	•••	Anson Maddocks	U	ALPHA	1.50
Sleight of Mind	INT	R	•••••	Mark Poole	U	ALPHA	5.00
Spell Blast	INT	C	••••	Brian Snoddy	UX	ALPHA	.50





Pump X mana into the Banshee and he'll do half that damage to any target and half that damage to you. Power him up, blowing away your opponent's big guns, and COP all the damage Banshee does to you. Then say, "Next?"

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Stasis	EN	R	•••	Fay Jones	U1	ALPHA	3.50
Steal Artifact	EA	U	•••	Amy Weber	UU2	ALPHA	1.00
Thoughtlace	INT	R	•••	Mark Poole	U	ALPHA	2.50
Unstable Mutation	EC	C	•••	Douglas Shuler	U	AN	.50
Unsummon	INS	C	•••	Douglas Shuler	U	ALPHA	.50
Vesuvan Doppelganger	SC	R	•••••	Quinton Hoover	UU3	ALPHA	18.00
Volcanic Eruption	SOR	R	•••	Douglas Shuler	UUUX	ALPHA	3.50
Wall of Air	SC	U	•••	Richard Thomas	UU1	ALPHA	1.00
Wall of Water	SC	U	••	Richard Thomas	UU1	ALPHA	.50
Water Elemental	SC	U	••	Jeff A. Menges	UU3	ALPHA	1.50
GREEN							
Aspect of Wolf	EC	R	••••	Jeff A. Menges	G1	ALPHA	4.50
Birds of Paradise	SC	R	•••••	Mark Poole	G	ALPHA	6.50
• Channel	SOR	U	••	Richard Thomas	GG	ALPHA	1.00
Cockatrice	SC	R	•••••	Dan Frazier	GG3	ALPHA	6.00
Craw Wurm	SC	C	••	Daniel Gelon	GG4	ALPHA	.50
Crumble	INS	U	••••	Jesper Myrfors	G	AQ	.50
Desert Twister	SOR	U	••••	Susan Van Camp	GG4	AN	2.00
Elvish Archers	SC	R	••	Anson Maddocks	G1	ALPHA	4.00
Fastbond	EN	R	••	Mark Poole	G	ALPHA	6.00
Fog	INS	C	•••	Jesper Myrfors	G	ALPHA	.50
Force of Nature	SC	R	••••	Douglas Shuler	GGGG2	ALPHA	9.50
Fungusaur	SC	R	•••	Daniel Gelon	G3	ALPHA	4.50
Gaea's Liege	SC	R	•••••	Dameon Willich	GGG3	ALPHA	6.50
Giant Growth	INS	C	••••	Sandra Everingham	G	ALPHA	.50
Giant Spider	SC	C	••••	Sandra Everingham	G3	ALPHA	.50
Grizzly Bears	SC	C	•••	Jeff A. Menges	G1	ALPHA	.50
Hurricane	SOR	U	••••	Dameon Willich	GX	ALPHA	1.00
Instill Energy	EC	U	••••	Dameon Willich	G	ALPHA	1.00
Ironroot Treefolk	SC	C	•••	Jesper Myrfors	G4	ALPHA	.50
Kudzu	EL	R	•	Mark Poole	GG1	ALPHA	5.00
Ley Druid	SC	U	•••	Sandra Everingham	G2	ALPHA	1.00
Lifeforce	EN	U	••••	Dameon Willich	GG	ALPHA	1.00
Lifelace	INT	R	•	Amy Weber	G	ALPHA	2.50

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Living Artifact	EA	R	•••	Anson Maddocks	G	ALPHA	3.00
Living Lands	EN	R	••	Jesper Myrfors	G3	ALPHA	3.50
Llanowar Elves	SC	C	••••	Anson Maddocks	G	ALPHA	.50
Lure	EC	U	•••••	Anson Maddocks	GG1	ALPHA	1.00
Regeneration	EC	C	••••	Quinton Hoover	G1	ALPHA	.50
• Regrowth	SOR	U	•••••	Dameon Willich	G1	ALPHA	5.00
Scryb Sprites	SC	C	••••	Amy Weber	G	ALPHA	.50
Shanodin Dryads	SC	C	••••	Anson Maddocks	G	ALPHA	.50
Stream of Life	SOR	C	••••	Mark Poole	GX	ALPHA	.50
Thicket Basilisk	SC	U	••••	Dan Frazier	GG3	ALPHA	2.50
Timber Wolves	SC	R	•••	Melissa Benson	G	ALPHA	3.50
Titania's Song	EN	R	•••	Kerstin Kaman	G3	AQ	3.00
Tranquility	SOR	C	••••	Douglas Shuler	G2	ALPHA	.50
Tsunami	SOR	U	••	Richard Thomas	G3	ALPHA	1.00
Verduran Enchantress	SC	R	••	Kev Brockschmidt	GG1	ALPHA	4.50
Wall of Brambles	SC	U	•••	Anson Maddocks	G2	ALPHA	1.00





Any player can tap green mana for a hurricane when Ifh-Biff is hanging around. The trouble is, he's a 3/3 flyer. Hey, no worries—just Earthbind the dude, then clear the skies.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Wall of Ice	SC	U	•••	Richard Thomas	G2	ALPHA	1.00
Wall of Wood	SC	C	••	Mark Tedin	G	ALPHA	.50
Wanderlust	EC	U	•••	Cornelius Brudi	G2	ALPHA	1.00
War Mammoth	SC	C	••••	Jeff A. Menges	G3	ALPHA	.50
Web	EC	R	••••	Rob Alexander	G	ALPHA	3.50
Wild Growth	EL	C	••	Mark Poole	G	ALPHA	.50
RED							
Atog	SC	C	••	Jesper Myrfors	R1	AQ	1.00
Burrowing	EC	C	•••	Mark Poole	R	ALPHA	1.00
Chaoslace	INT	R	•••	Dameon Willich	R	ALPHA	2.50
Disintegrate	SOR	C	••••	Anson Maddocks	RX	ALPHA	.50
Dragon Whelp	SC	U	••••	Amy Weber	RR2	ALPHA	2.50
Dwarven Warriors	SC	C	•••••	Douglas Shuler	R2	ALPHA	.50
Dwarven Weaponsmith	SC	U	•••	Mark Poole	R1	AQ	1.50
Earth Elemental	SC	U	•••	Dan Frazier	RR3	ALPHA	2.00
Earthbind	EC	C	•••	Quinton Hoover	R	ALPHA	1.00
Earthquake	SOR	R	•••	Dan Frazier	RX	ALPHA	4.00
Fire Elemental	SC	U	•••	Melissa Benson	RR3	ALPHA	1.50
Fireball	SOR	C	••••	Mark Tedin	RX	ALPHA	.50
Firebreathing	EC	C	••••	Dan Frazier	R	ALPHA	.50
Flashfires	SOR	U	••••	Dameon Willich	R3	ALPHA	1.00
• Fork	INT	R	•••••	Amy Weber	RR	ALPHA	18.00
Goblin Balloon Brigade	SC	U	•••	Andi Rusu	R	ALPHA	1.00
Goblin King	SC	R	•••	Jesper Myrfors	RR1	ALPHA	6.50
Granite Gargoyle	SC	R	•••	Christopher Rush	R2	ALPHA	8.00
Gray Ogre	SC	C	••	Dan Frazier	R2	ALPHA	.50
Hill Giant	SC	C	••	Dan Frazier	R3	ALPHA	.50
Hurloon Minotaur	SC	C	••	Anson Maddocks	RR1	ALPHA	.50
Keldon Warlord	SC	U	•••	Kev Brockschmidt	RR2	ALPHA	2.50
Kird Ape	SC	C	•••	Ken Meyer Jr.	R	AN	1.00
Lightning Bolt	INS	C	•••••	Christopher Rush	R	ALPHA	.50
Magnetic Mountain	EN	R	•••	Susan Van Camp	RR1	AN	3.50
Mana Flare	EN	R	••••	Christopher Rush	R2	ALPHA	4.50
Manabarbs	EN	R	••	Christopher Rush	R3	ALPHA	3.50
Mijae Djinn	SC	R	•••	Susan Van Camp	RRR	AN	3.50
Mons's Goblin Raiders	SC	C	•	Jeff A. Menges	R	ALPHA	.50
Orcish Artillery	SC	U	•••	Anson Maddocks	RR1	ALPHA	1.00
Orcish Oriflamme	EN	U	•••	Dan Frazier	R3	ALPHA	2.50
Power Surge	EN	R	•••••	Douglas Shuler	RR	ALPHA	3.00
Red Elemental Blast	INT	C	•••••	Richard Thomas	R	ALPHA	.50
Roc of Kher Ridges	SC	R	••••	Andi Rusu	R3	ALPHA	7.50
Rock Hydra	SC	R	•••	Jeff A. Menges	RRX	ALPHA	12.00
Sedge Troll	SC	R	•••	Dan Frazier	R2	ALPHA	7.00
Shatter	INS	C	••••	Amy Weber	R1	ALPHA	.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Shatterstorm	SOR	U	•••	Mark Poole	RR2	AQ	4.50
Shivan Dragon	SC	R	•••••	Melissa Benson	RR4	ALPHA	15.00
Smoke	EN	R	••	Jesper Myrfors	RR	ALPHA	3.50
Stone Giant	SC	U	•••	Dameon Willich	RR2	ALPHA	1.00
Stone Rain	SOR	C	•••	Daniel Gelon	R2	ALPHA	.50
Tunnel	SOR	U	••	Dan Frazier	R	ALPHA	.50
Uthden Troll	SC	U	••••	Douglas Shuler	R2	ALPHA	2.00
Wall of Fire	SC	U	•••	Richard Thomas	RR1	ALPHA	1.00
Wall of Stone	SC	U	•••	Dan Frazier	RR1	ALPHA	1.00
• Wheel of Fortune	SOR	R	•••••	Daniel Gelon	R2	ALPHA	9.00
WHITE							
Animate Wall	EC	R	••	Dan Frazier	W	ALPHA	3.00
Armageddon	SOR	R	•••••	Jesper Myrfors	W1	ALPHA	4.50
• Balance	SOR	R	•••••	Mark Poole	W1	ALPHA	4.50
Benalish Hero	SC	C	•••	Douglas Shuler	W	ALPHA	.50
Black Ward	EC	U	••••	Dan Frazier	W	ALPHA	.50
Blessing	EC	R	••••	Julie Baroh	WW	ALPHA	4.50
Blue Ward	EC	U	•••	Dan Frazier	W	ALPHA	.50
Castle	EN	U	•••	Dameon Willich	W3	ALPHA	2.00
Circle of Protection: Black	EN	C	••••	Jesper Myrfors	W1	ALPHA	.50
Circle of Protection: Blue	EN	C	•••	Dameon Willich	W1	ALPHA	.50
Circle of Protection: Green	EN	C	•••	Sandra Everingham	W1	ALPHA	.50
Circle of Protection: Red	EN	C	••••	Mark Tedin	W1	ALPHA	.50
Circle of Protection: White	EN	C	•••	Douglas Shuler	W1	ALPHA	.50
Conversion	EN	U	••••	Jesper Myrfors	WW2	ALPHA	2.00
Crusade	EN	R	••••	Mark Poole	WW	ALPHA	5.00
Death Ward	INS	C	••••	Mark Poole	W	ALPHA	.50
Disenchant	INS	C	•••••	Amy Weber	W1	ALPHA	.50
Eye for an Eye	INS	R	••••	Mark Poole	WW	AN	4.50
Farmstead	EL	R	•	Mark Poole	WWW	ALPHA	5.00
Green Ward	EC	U	•••	Dan Frazier	W	ALPHA	.50
Guardian Angel	INS	C	•••	Anson Maddocks	WX	ALPHA	1.00
Healing Salve	INS	C	•••	Dan Frazier	W	ALPHA	.50
Holy Armor	EC	C	•••	Melissa Benson	W	ALPHA	.50
Holy Strength	EC	C	•••	Anson Maddocks	W	ALPHA	.50
Island Sanctuary	EN	R	••	Mark Poole	W1	ALPHA	3.50
Karma	EN	U	•••••	Richard Thomas	WW2	ALPHA	1.00
Lance	EC	U	••	Rob Alexander	W	ALPHA	1.50
Mesa Pegasus	SC	C	••••	Melissa Benson	W1	ALPHA	.50
Northern Paladin	SC	R	••••	Douglas Shuler	WW2	ALPHA	7.00
Pearled Unicorn	SC	C	••	Cornelius Brudi	W2	ALPHA	.50
Personal Incarnation	SC	R	•••	Kev Brockschmidt	WWW3	ALPHA	5.50
Purelace	INT	R	•••	Sandra Everingham	W	ALPHA	2.50
Red Ward	EC	U	••••	Dan Frazier	W	ALPHA	.50
Resurrection	SOR	U	••••	Dameon Willich	WW2	ALPHA	2.00
Reverse Damage	INS	R	•••••	Dameon Willich	WW1	ALPHA	5.00
Reverse Polarity	INS	U	••••	Justin Hampton	WW	AQ	1.00
Righteousness	INS	R	••••	Douglas Shuler	W	ALPHA	4.50
Samite Healer	SC	C	•••	Tom Wänerstrand	W1	ALPHA	.50
Savannah Lions	SC	R	•••	Daniel Gelon	W	ALPHA	4.00
Serra Angel	SC	U	•••••	Douglas Shuler	WW3	ALPHA	5.00
Swords to Plowshares	INS	U	•••••	Jeff A. Menges	W	ALPHA	1.50
Veteran Bodyguard	SC	R	••••	Douglas Shuler	WW3	ALPHA	11.00
Wall of Swords	SC	U	••••	Mark Tedin	W3	ALPHA	2.00
White Knight	SC	U	••••	Daniel Gelon	WW	ALPHA	2.00
White Ward	EC	U	•••	Dan Frazier	W	ALPHA	.50
Wrath of God	INS	R	••••	Quinton Hoover	WW2	ALPHA	5.00
LANDS							
Badlands	LAN	R	••••	Rob Alexander		ALPHA	15.00
Bayou	LAN	R	••••	Jesper Myrfors		ALPHA	15.00
Forest	LAN	C	—	Christopher Rush		ALPHA	.05
Island	LAN	C	—	Mark Poole		ALPHA	.05
Mountain	LAN	C	—	Douglas Shuler		ALPHA	.05
Plains	LAN	C	—	Jesper Myrfors		ALPHA	.05
Plateau	LAN	R	••••	Cornelius Brudi		ALPHA	15.00
Savannah	LAN	R	••••	Rob Alexander		ALPHA	15.00
Scrubland	LAN	R	••••	Jesper Myrfors		ALPHA	15.00
Swamp	LAN	C	—	Dan Frazier		ALPHA	.05
Taiga	LAN	R	••••	Rob Alexander		ALPHA	15.00
Tropical Island	LAN	R	••••	Jesper Myrfors		ALPHA	15.00
Tundra	LAN	R	••••	Jesper Myrfors		ALPHA	15.00
Underground Sea	LAN	R	••••	Rob Alexander		ALPHA	15.00
Volcanic Island	LAN	R	••••	Brian Snoddy		BETA	15.00

FOURTH EDITION

NEW

Booster Pack	$2.50
Booster Box	$90.00
Full Set (378)	$300.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
ARTIFACTS							
Aladdin's Lamp	ART	R	•••	Mark Tedin	10	AN	2.50
Aladdin's Ring	ART	R	•••	Dan Frazier	8	AN	3.50

Indicates Price Increase Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Amulet of Kroog	ART	C	••	Margaret Organ-Keen	2	AQ	.50
Ankh of Mishra	ART	R	••	Amy Weber	2	ALPHA	2.50
Armageddon Clock	ART	R	••	Amy Weber	6	AQ	2.50
Ashnod's Battle Gear	ART	U	••	Mark Poole	2	AQ	2.50
Battering Ram	AC	C	••	Jeff. A. Menges	2	AQ	.50
Black Mana Battery	ART	R	•••	Anson Maddocks	4	LG	4.00
Black Vise	ART	U	••••	Richard Thomas	1	ALPHA	1.00
Blue Mana Battery	ART	R	•••	Amy Weber	4	LG	4.00
Bottle of Suleiman	ART	R	•••	Jesper Myrfors	4	AN	3.00
Brass Man	AC	U	•••	Christopher Rush	1	AN	.50
Bronze Tablet	ART	AQ	•	Tom Wänerstrand	6	AQ	5.00
Celestial Prism	ART	U	••••	Amy Weber	3	ALPHA	.50
Clay Statue	AC	C	•••	Jesper Myrfors	4	AQ	.50
Clockwork Avian	AC	R	•••	Randy Asplund-Faith	5	AQ	8.00
Clockwork Beast	AC	R	•••	Drew Tucker	6	ALPHA	3.00
Colossus of Sardia	AC	R	••••	Jesper Myrfors	9	AQ	10.00
Conservator	ART	U	•••	Amy Weber	4	ALPHA	.50
Coral Helm	ART	R	••	Amy Weber	3	AQ	4.50
Crystal Rod	ART	U	••	Amy Weber	1	ALPHA	.50
Cursed Rack	ART	U	••	Richard Thomas	4	AQ	2.50





The Dingus Egg does two damage to an opponent for each land that is lost. So play a light land deck (for normal land, substitute counter-building terrain from Fallen Empires, Mana Batteries, Sol Rings, and so on), then play Balance when your opponent has oodles of mana out. That's gotta hurt.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Dancing Scimitar	AC	R	•••	Anson Maddocks	4	AN	3.00
Diabolic Machine	AC	U	••	Anson Maddocks	7	DK	2.00
Dingus Egg	ART	R	••	Dan Frazier	4	ALPHA	3.00
Disrupting Scepter	ART	R	•••	Dan Frazier	3	ALPHA	3.00
Dragon Engine	AC	R	••	Anson Maddocks	3	AQ	1.00
Ebony Horse	ART	R	•	Dameon Willich	3	AN	2.50
Fellwar Stone	ART	U	••••	Quinton Hoover	2	DK	2.00
Flying Carpet	ART	R	••••	Mark Tedin	4	AN	3.50
Glasses of Urza	ART	U	•••	Douglas Shuler	1	ALPHA	.50
Grapeshot Catapult	AC	C	•••	Dan Frazier	4	AQ	.50
Green Mana Battery	ART	R	•••	Christopher Rush	4	LG	4.00
Helm of Chatzuk	ART	R	•••	Mark Tedin	1	ALPHA	2.00
Hive, The	ART	R	•••	Sandra Everingham	5	ALPHA	4.00
Howling Mine	ART	R	••••	Mark Poole	2	ALPHA	5.00
Iron Star	ART	U	••	Dan Frazier	1	ALPHA	.50
Ivory Cup	ART	U	••	Anson Maddocks	1	ALPHA	.50
• Ivory Tower	ART	R	•••••	Margaret Organ-Keen	1	AQ	4.50
Jade Monolith	ART	R	••	Anson Maddocks	4	ALPHA	1.50
Jandor's Saddlebags	ART	R	••••	Dameon Willich	6	AN	3.00
Jayemdae Tome	ART	R	••••	Mark Tedin	4	ALPHA	3.00
Kormus Bell	ART	R	••	Christopher Rush	4	ALPHA	2.50
Library of Leng	ART	U	•••	Daniel Gelon	1	ALPHA	.50
Mana Vault	ART	R	••••	Mark Tedin	1	ALPHA	3.00
Meekstone	ART	R	••••	Quinton Hoover	1	ALPHA	3.50
Millstone	ART	R	•••	Kaja Foglio	2	AQ	2.00
Mishra's War Machine	AC	R	•	Amy Weber	7	AQ	2.00
Nevinyrral's Disk	ART	R	••••	Mark Tedin	4	ALPHA	3.50
Obsianus Golem	AC	U	•••	Jesper Myrfors	6	ALPHA	1.00
Onulet	AC	R	••	Anson Maddocks	3	AQ	1.50
Ornithopter	AC	U	••	Amy Weber	0	AQ	.50
Primal Clay	AC	R	••	Kaja Foglio	4	AQ	2.50
Rack, The	ART	U	•••	Richard Thomas	1	AQ	1.00
Red Mana Battery	ART	R	•••	Mark Tedin	4	LG	4.00
Rod of Ruin	ART	U	•••	Christopher Rush	4	ALPHA	1.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Shapeshifter	AC	U	••••	Dan Frazier	6	AQ	6.50
Soul Net	ART	U	••	Dameon Willich	1	ALPHA	.50
Sunglasses of Urza	ART	R	••••	Dan Frazier	3	ALPHA	3.00
Tawnos's Wand	ART	U	••	Douglas Shuler	4	AQ	2.00
Tawnos's Weaponry	ART	U	•••	Dan Frazier	2	AQ	2.00
Tetravus	AC	R	•••	Mark Tedin	6	AQ	8.50
Throne of Bone	ART	U	••	Anson Maddocks	1	ALPHA	.50
Triskelion	AC	R	••••	Douglas Shuler	6	AQ	8.00
Urza's Avenger	AC	R	••••	Amy Weber	6	AQ	9.00
Wall of Spears	AC	C	••	Sandra Everingham	3	AQ	.50
White Mana Battery	ART	R	•••	Anthony Waters	4	LG	4.00
Winter Orb	ART	R	•••	Mark Tedin	2	ALPHA	3.00
Wooden Sphere	ART	U	••	Mark Tedin	1	ALPHA	.50
Yotian Soldier	AC	C	•••	Christopher Rush	3	AQ	.50

BLACK

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Abomination	SC	U	•••	Mark Tedin	BB3	LG	3.50
Animate Dead	EC	U	••••	Anson Maddocks	B1	ALPHA	.50
Ashes to Ashes	SOR	U	•••	Drew Tucker	BB1	DK	.50
Bad Moon	EN	R	•••	Jesper Myrfors	B1	ALPHA	5.00
Black Knight	SC	U	••••	Jeff A. Menges	BB	ALPHA	1.50
Blight	EL	U	••	Pete Venters	BB	LG	2.50
Bog Imp	SC	C	••	Ron Spencer	B1	DK	.50
Bog Wraith	SC	U	•••	Jeff A. Menges	B3	ALPHA	1.00
Carrion Ants	SC	U	••••	Richard Thomas	BB2	LG	10.00
Cosmic Horror	SC	R	•••	Jesper Myrfors	BBB3	LG	6.00
Cursed Land	EL	U	•••	Jesper Myrfors	BB2	ALPHA	.50
Cyclopean Mummy	SC	C	•	Edward Beard Jr.	B1	LG	.50
Dark Ritual	INT	C	•••••	Anson Maddocks	B	ALPHA	.50
Deathgrip	EN	U	•••	Anson Maddocks	BB	ALPHA	1.00
Deathlace	INT	R	•••	Sandra Everingham	B	ALPHA	2.00
Drain Life	SOR	C	•••	Douglas Shuler	B1X	ALPHA	.50
Drudge Skeletons	SC	C	••••	Sandra Everingham	B1	ALPHA	.50
El-Hajjaj	SC	R	•••	Dameon Willich	BB1	AN	3.50
Erg Raiders	SC	C	••	Dameon Willich	B1	AN	.50
Evil Presence	EL	U	•••	Sandra Everingham	B	ALPHA	1.00
Fear	EC	C	••••	Mark Poole	BB	ALPHA	.50
Frozen Shade	SC	C	•••	Douglas Shuler	B2	ALPHA	.50
Gloom	EN	U	••••	Dan Frazier	B2	ALPHA	1.00
Greed	EN	R	•••	Phil Foglio	B3	LG	5.00
Howl from Beyond	INS	C	••••	Mark Poole	BX	ALPHA	.50
Hypnotic Specter	SC	U	••••	Douglas Shuler	BB1	ALPHA	2.00
Junun Efreet	SC	U	•••	Christopher Rush	BB1	AN	6.00
Lord of the Pit	SC	R	•••	Mark Tedin	BBB4	ALPHA	7.00
Lost Soul	SC	C	••	Randy Asplund-Faith	BB1	LG	.50
Marsh Gas	INS	C	•	Douglas Shuler	B	DK	.50
• Mind Twist	SOR	R	•••••	Julie Baroh	BX	ALPHA	5.00
Murk Dwellers	SC	C	•••	Drew Tucker	B3	DK	.50
Nether Shadow	SC	R	•••	Christopher Rush	BB	ALPHA	3.50
Nightmare	SC	R	•••••	Melissa Benson	B5	ALPHA	8.50





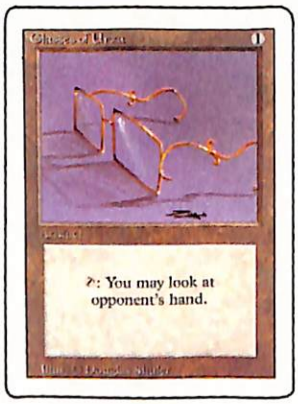
Here's a fun one. Attack with a creature your opponent can block and kill. After blocking is declared but before damage is assigned, cast Enchantment Alteration, taking a Divine Transformation or other enhancement from one of your creatures—or, better yet, one of hers!—and move it to your attacker. Then act as surprised as she when her critter dies.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Paralyze	EC	C	•••	Anson Maddocks	B	ALPHA	.50
Pestilence	EN	C	•••••	Jesper Myrfors	BB2	ALPHA	.50
Pit Scorpion	SC	C	••	Scott Kirschner	B2	LG	.50
Plague Rats	SC	C	••	Anson Maddocks	B2	ALPHA	.50

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Rag Man	SC	R	•••	Daniel Gelon	BB2	DK	4.50
Raise Dead	SOR	C	•••	Jeff A. Menges	B	ALPHA	.50
Royal Assassin	SC	R	•••••	Tom Wänerstrand	BB1	ALPHA	10.00
Scathe Zombies	SC	C	••	Jesper Myrfors	B2	ALPHA	.50
Scavenging Ghoul	SC	U	•••	Jeff A. Menges	B3	ALPHA	1.00
Sengir Vampire	SC	U	••••	Anson Maddocks	BB3	ALPHA	3.50
Simulacrum	INS	U	••••	Mark Poole	B1	ALPHA	.50
Sorceress Queen	SC	R	•••••	Kaja Foglio	BB1	AN	5.00
Spirit Shackle	SOR	U	••	Edward Beard Jr.	BB	LG	1.00
Terror	INS	C	••••	Ron Spencer	B1	ALPHA	.50
Uncle Istvan	SC	U	•••	Daniel Gelon	BBB1	DK	2.00
Unholy Strength	EC	C	•••	Douglas Shuler	B	ALPHA	.50
Vampire Bats	SC	C	••	Anson Maddocks	B	LG	.50
Wall of Bone	SC	U	••	Anson Maddocks	B2	ALPHA	1.00
Warp Artifact	EA	R	•••	Amy Weber	BB	ALPHA	2.50
Weakness	EC	C	••••	Douglas Shuler	B	ALPHA	.50
Will-O'-The-Wisp	SC	R	•••••	Jesper Myrfors	B	ALPHA	5.00
Word of Binding	SOR	C	•••	Ron Spencer	BBX	DK	.50
Xenic Poltergeist	SC	R	•••	Dan Frazier	BB1	AQ	3.00
Zombie Master	SC	R	••	Jeff A. Menges	BB1	ALPHA	4.00





Boy, these Legend guys are keen. Nebuchadnezzar is especially cool. You can tap him and X mana and name a card, and your opponent must randomly show you X cards from her hand. If the card you named is among those she shows, she's got to discard it. The trick: use Glasses of Urza beforehand to peek at your opponent's hand.

BLUE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Air Elemental	SC	U	••••	Richard Thomas	UU3	ALPHA	1.00
Animate Artifact	EA	U	•••	Douglas Shuler	U3	ALPHA	.50
Apprentice Wizard	SC	C	•••	Dan Frazier	UU1	DK	.50
Backfire	EC	U	••	Brian Snoddy	U	LG	2.00
Blue Elemental Blast	INT	C	•••	Richard Thomas	U	ALPHA	.50
Control Magic	EC	U	•••••	Dameon Willich	UU2	ALPHA	2.00
Counterspell	INT	U	•••••	Mark Poole	UU	ALPHA	2.00
Creature Bond	EC	C	••	Anson Maddocks	U1	ALPHA	.50
Drain Power	SOR	R	••••	Douglas Shuler	UU	ALPHA	4.00
Energy Flux	EN	U	•••	Kaja Foglio	U2	AQ	1.00
Energy Tap	SOR	C	••	Daniel Gelon	U	LG	.50
Erosion	EL	C	••	Pete Venters	UUU	DK	.50
Feedback	EE	U	••	Quinton Hoover	U2	ALPHA	.50
Flight	EC	C	••••	Anson Maddocks	U	ALPHA	.50
Flood	EN	C	•••	Denise Detwiler	U	DK	.50
Gaseous Form	EC	C	••	Phil Foglio	U2	LG	.50
Ghost Ship	SC	U	••••	Tom Wänerstrand	UU2	DK	.50
Giant Tortoise	SC	C	••	Kaja Foglio	U1	AN	.50
Hurkyl's Recall	INS	R	•••	Né Né Thomas	U1	AQ	3.50
Island Fish Jasconius	SC	R	••	Jesper Myrfors	UUU4	AN	3.50
Jump	INS	C	••	Mark Poole	U	ALPHA	.50
Leviathan	SC	R	•••	Mark Tedin	UUUU5	DK	5.00
Lifetap	EN	U	••••	Anson Maddocks	UU	ALPHA	1.00
Lord of Atlantis	SC	R	•••	Melissa Benson	UU	ALPHA	5.00
Magical Hack	INT	R	•••••	Julie Baroh	U	ALPHA	5.00
Mahamoti Djinn	SC	R	•••••	Dan Frazier	UU4	ALPHA	6.00
Mana Short	INS	R	••••	Dameon Willich	U2	ALPHA	3.50
Merfolk of the Pearl Trident	SC	C	••	Jeff A. Menges	U	ALPHA	.50
Mind Bomb	SOR	R	••	Mark Tedin	U	DK	3.00
Phantasmal Forces	SC	U	••	Mark Poole	U3	ALPHA	1.00
Phantasmal Terrain	EL	C	••••	Dameon Willich	UU	ALPHA	.50
Phantom Monster	SC	U	••••	Jesper Myrfors	U3	ALPHA	1.00
Pirate Ship	SC	R	••••	Tom Wänerstrand	U4	ALPHA	3.50
Power Leak	EE	C	••	Drew Tucker	U1	ALPHA	.50
Power Sink	INT	C	••••	Richard Thomas	UX	ALPHA	.50
Prodigal Sorcerer	SC	C	•••••	Douglas Shuler	U2	ALPHA	.50
Psionic Entity	SC	R	••	Justin Hampton	U4	LG	6.50
Psychic Venom	EL	C	••	Brian Snoddy	U1	ALPHA	.50
Relic Bind	EA	R	••	Christopher Rush	U2	LG	2.50
Sea Serpent	SC	C	••	Jeff A. Menges	U5	ALPHA	.50
Segovian Leviathan	SC	U	•••	Melissa Benson	U4	LG	2.00
Sindbad	SC	U	•	Julie Baroh	U1	AN	4.00
Siren's Call	INS	U	•••	Anson Maddocks	U	ALPHA	1.00
Sleight of Mind	INT	R	•••••	Mark Poole	U	ALPHA	4.50
Spell Blast	INT	C	••••	Brian Snoddy	UX	ALPHA	.50
Stasis	EN	R	•••	Fay Jones	U1	ALPHA	3.00
Steal Artifact	EA	U	•••	Amy Weber	UU2	ALPHA	1.00
Sunken City	EN	C	•••	Jesper Myrfors	UU	DK	.50
Thoughtlace	INT	R	•••	Mark Poole	U	ALPHA	2.00
Time Elemental	SC	R	•••	Amy Weber	U2	LG	10.00
Twiddle	INS	C	•••••	Rob Alexander	U	ALPHA	.50
Unstable Mutation	EC	C	•••	Douglas Shuler	U	AN	.50
Unsummon	INS	C	•••	Douglas Shuler	U	ALPHA	.50
Volcanic Eruption	SOR	R	•••	Douglas Shuler	UUUX	ALPHA	3.00
Wall of Air	SC	U	•••	Richard Thomas	UU1	ALPHA	.50
Wall of Water	SC	U	••	Richard Thomas	UU1	ALPHA	.50
Water Elemental	SC	U	••	Jeff A. Menges	UU3	ALPHA	1.00
Zephyr Falcon	SC	C	••	Heather Hudson	U1	LG	.50

GREEN

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Aspect of Wolf	EC	R	••••	Jeff A. Menges	G1	ALPHA	4.00
Birds of Paradise	SC	R	•••••	Mark Poole	G	ALPHA	5.50
Carnivorous Plant	SC	C	•••	Quinton Hoover	G3	DK	.50
• Channel	SOR	U	••	Richard Thomas	GG	ALPHA	.50
Cockatrice	SC	R	•••••	Dan Frazier	GG3	ALPHA	5.50
Craw Wurm	SC	C	••	Daniel Gelon	GG4	ALPHA	.50
Crumble	INS	U	••••	Jesper Myrfors	G	AQ	.50
Desert Twister	SOR	U	••••	Susan Van Camp	GG4	AN	1.50
Durkwood Boars	SC	C	•••	Mike Kimble	G4	LG	.50
Elven Riders	SC	U	•••	Melissa Benson	GG3	LG	5.50
Elvish Archers	SC	R	••	Anson Maddocks	G1	ALPHA	3.50
Fog	INS	C	•••	Jesper Myrfors	G	ALPHA	.50
Force of Nature	SC	R	••••	Douglas Shuler	GGGG2	ALPHA	8.50
Fungusaur	SC	R	•••	Daniel Gelon	G3	ALPHA	4.00
Gaea's Liege	SC	R	•••••	Dameon Willich	GGG3	ALPHA	5.50
Giant Growth	INS	C	••••	Sandra Everingham	G	ALPHA	.50
Giant Spider	SC	C	••••	Sandra Everingham	G3	ALPHA	.50
Grizzly Bears	SC	C	•••	Jeff A. Menges	G1	ALPHA	.50
Hurricane	SOR	U	••••	Dameon Willich	GX	ALPHA	1.00
Instill Energy	EC	U	••••	Dameon Willich	G	ALPHA	1.00
Ironroot Treefolk	SC	C	•••	Jesper Myrfors	G4	ALPHA	.50
Killer Bees	SC	U	•••••	Phil Foglio	GG1	LG	10.00
Land Leeches	SC	C	••	Quinton Hoover	GG1	DK	.50
Ley Druid	SC	U	•••	Sandra Everingham	G2	ALPHA	1.00
Lifeforce	EN	U	••••	Dameon Willich	GG	ALPHA	1.00
Lifelace	INT	R	•	Amy Weber	G	ALPHA	2.00
Living Artifact	EA	R	•••	Anson Maddocks	G	ALPHA	2.50
Living Lands	EN	R	••	Jesper Myrfors	G3	ALPHA	3.00
Llanowar Elves	SC	C	••••	Anson Maddocks	G	ALPHA	.50
Lure	EC	U	•••••	Anson Maddocks	GG1	ALPHA	1.00
Marsh Viper	SC	C	•••	Ron Spencer	G3	DK	.50
Naf's Asp	SC	C	••	Christopher Rush	G	AN	.50
Pradesh Gypsies	SC	C	••	Quinton Hoover	G2	LG	.50
Radjan Spirit	SC	U	••••	Christopher Rush	G3	LG	3.50
Rebirth	SOR	R	••	Mark Tedin	GGG3	LG	4.50
Regeneration	EC	C	••••	Quinton Hoover	G1	ALPHA	.50
Sandstorm	INS	C	••	Brian Snoddy	G	AN	.50
Scryb Sprites	SC	C	••••	Amy Weber	G	ALPHA	.50
Shanodin Dryads	SC	C	••••	Anson Maddocks	G	ALPHA	.50
Stream of Life	SOR	C	••••	Mark Poole	GX	ALPHA	.50
Sylvan Library	EN	R	••••	Harold McNeill	G1	LG	5.00
Thicket Basilisk	SC	U	••••	Dan Frazier	GG3	ALPHA	2.00
Timber Wolves	SC	R	•••	Melissa Benson	G	ALPHA	3.00
Titania's Song	EN	R	•••	Kerstin Kaman	G3	AQ	2.50
Tranquility	SOR	C	••••	Douglas Shuler	G2	ALPHA	.50
Tsunami	SOR	U	••	Richard Thomas	G3	ALPHA	1.00
Untamed Wilds	SOR	U	••	Né Né Thomas	G2	LG	2.00
Venom	EC	C	•••	Tom Wänerstrand	GG1	DK	.50
Verduran Enchantress	SC	R	••	Kev Brockschmidt	GG1	ALPHA	4.00
Wall of Brambles	SC	U	•••	Anson Maddocks	G2	ALPHA	1.00
Wall of Ice	SC	U	•••	Richard Thomas	G2	ALPHA	.50
Wall of Wood	SC	C	••	Mark Tedin	G	ALPHA	.50
Wanderlust	EC	U	•••	Cornelius Brudi	G2	ALPHA	1.00
War Mammoth	SC	C	••••	Jeff A. Menges	G3	ALPHA	.50
Web	EC	R	••••	Rob Alexander	G	ALPHA	3.00
Whirling Dervish	SC	U	••••	Susan Van Camp	GG	LG	5.50
Wild Growth	EL	C	••	Mark Poole	G	ALPHA	.50
Winter Blast	SOR	U	••••	Kaja Foglio	GX	LG	6.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
RED							
Ali Baba	SC	U	•••	Julie Baroh	R	AN	4.50
Ball Lightning	SC	R	••••	Quinton Hoover	RRR	DK	8.00
Bird Maiden	SC	C	••	Jeff A. Menges	R2	AN	.50
Blood Lust	INS	C	••••	Anson Maddocks	R1	LG	.50
Brothers of Fire	SC	C	••	Mark Tedin	RR1	DK	.50
Brute, The	EC	C	••	Mark Poole	R1	LG	.50
Burrowing	EC	C	•••	Mark Poole	R	ALPHA	1.00
Cave People	SC	U	•••	Drew Tucker	RR1	DK	2.00
Chaoslace	INT	R	•••	Dameon Willich	R	ALPHA	2.00
Crimson Manticore	SC	R	•••	Daniel Gelon	RR2	LG	5.00
Detonate	SOR	U	••	Randy Asplund-Faith	RX	AQ	2.00
Disintegrate	SOR	C	••••	Anson Maddocks	RX	ALPHA	.50
Dragon Whelp	SC	U	••••	Amy Weber	RR2	ALPHA	2.00
Dwarven Warriors	SC	C	•••••	Douglas Shuler	R2	ALPHA	.50
Earth Elemental	SC	U	•••	Dan Frazier	RR3	ALPHA	1.50
Earthquake	SOR	R	•••	Dan Frazier	RX	ALPHA	3.50
Eternal Warrior	EC	C	••••	Anson Maddocks	R	LG	.50
Fire Elemental	SC	U	•••	Melissa Benson	RR3	ALPHA	1.50
Fireball	SOR	C	••••	Mark Tedin	RX	ALPHA	.50
Firebreathing	EC	C	••••	Dan Frazier	R	ALPHA	.50
Fissure	INS	C	••••	Douglas Shuler	RR3	DK	.50
Flashfires	SOR	U	••••	Dameon Willich	R3	ALPHA	1.00
Giant Strength	EC	C	••••	Justin Hampton	RR	LG	.50
Goblin Balloon Brigade	SC	U	•••	Andi Rusu	R	ALPHA	1.00
Goblin King ˙	SC	R	•••	Jesper Myrfors	RR1	ALPHA	5.50
Goblin Rock Sled	SC	C	••	Denise Detwiler	R1	DK	.50
Gray Ogre	SC	C	••	Dan Frazier	R2	ALPHA	.50
Hill Giant	SC	C	••	Dan Frazier	R3	ALPHA	.50
Hurloon Minotaur	SC	C	••	Anson Maddocks	RR1	ALPHA	.50
Hurr Jackal	SC	R	•••	Drew Tucker	R	AN	2.00
Immolation	EC	C	••••	Scott Kirschner	R	LG	.50
Inferno	INS	R	•••	Randy Asplund-Faith	RR5	DK	3.50
Ironclaw Orcs	SC	C	•	Anson Maddocks	R1	ALPHA	.50
Keldon Warlord	SC	U	•••	Kev Brockschmidt	RR2	ALPHA	2.00
Lightning Bolt	INS	C	•••••	Christopher Rush	R	ALPHA	.50
Magnetic Mountain	EN	R	•••	Susan Van Camp	RR1	AN	3.00
Mana Clash	SOR	R	•	Mark Tedin	R	DK	3.00
Mana Flare	EN	R	••••	Christopher Rush	R2	ALPHA	4.00
Manabarbs	EN	R	••	Christopher Rush	R3	ALPHA	3.00
Mons's Goblin Raiders	SC	C	•	Jeff A. Menges	R	ALPHA	.50
Orcish Artillery	SC	U	•••	Anson Maddocks	RR1	ALPHA	1.00
Orcish Oriflamme	EN	U	•••	Dan Frazier	R3	ALPHA	2.00
Power Surge	EN	R	•••••	Douglas Shuler	RR	ALPHA	2.50
Pyrotechnics	SOR	U	••••	Anson Maddocks	R4	LG	1.50
Red Elemental Blast	INT	C	•••••	Richard Thomas	R	ALPHA	.50
Shatter	INS	C	••••	Amy Weber	R1	ALPHA	.50
Shivan Dragon	SC	R	•••••	Melissa Benson	RR4	ALPHA	14.00
Sisters of the Flame	SC	C	•••	Jesper Myrfors	RR1	DK	.50
Smoke	EN	R	••	Jesper Myrfors	RR	ALPHA	3.00
Stone Giant	SC	U	•••	Dameon Willich	RR2	ALPHA	1.00
Stone Rain	SOR	C	•••	Daniel Gelon	R2	ALPHA	.50
Tempest Efreet	SC	R	•	Né Né Thomas	RRR1	LG	4.50
Tunnel	SOR	U	••	Dan Frazier	R	ALPHA	.50
Uthden Troll	SC	U	••••	Douglas Shuler	R2	ALPHA	1.50
Wall of Dust	SC	U	••	Richard Thomas	R2	LG	2.50
Wall of Fire	SC	U	•••	Richard Thomas	RR1	ALPHA	1.00
Wall of Stone	SC	U	•••	Dan Frazier	RR1	ALPHA	1.00
Winds of Change	SOR	R	•••	Justin Hampton	R	LG	4.00
WHITE							
Alabaster Potion	INS	C	••••	Harold McNeill	WWX	LG	.50
Amrou Kithkin	SC	C	••	Quinton Hoover	WW	LG	.50
Angry Mob	SC	U	••••	Drew Tucker	WW2	DK	2.50
Animate Wall	EC	R	••	Dan Frazier	W	ALPHA	2.50
Armageddon	SOR	R	•••••	Jesper Myrfors	W1	ALPHA	4.00
• Balance	SOR	R	•••••	Mark Poole	W1	ALPHA	4.00
Benalish Hero	SC	C	•••	Douglas Shuler	W	ALPHA	.50
Black Ward	EC	U	••••	Dan Frazier	W	ALPHA	.50
Blessing	EC	R	••••	Julie Baroh	WW	ALPHA	4.00
Blue Ward	EC	U	•••	Dan Frazier	W	ALPHA	.50
Brainwash	EC	C	••	Pete Venters	W	DK	.50
Castle	EN	U	•••	Dameon Willich	W3	ALPHA	1.50
Circle of Protection: Artifact	EN	U	••••	Pete Venters	W1	AQ	7.50
Circle of Protection: Black	EN	C	••••	Jesper Myrfors	W1	ALPHA	.50
Circle of Protection: Blue	EN	C	•••	Dameon Willich	W1	ALPHA	.50
Circle of Protection: Green	EN	C	•••	Sandra Everingham	W1	ALPHA	.50
Circle of Protection: Red	EN	C	••••	Mark Tedin	W1	ALPHA	.50
Circle of Protection: White	EN	C	•••	Douglas Shuler	W1	ALPHA	.50
Conversion	EN	U	••••	Jesper Myrfors	WW2	ALPHA	1.50
Crusade	EN	R	••••	Mark Poole	WW	ALPHA	4.50
Death Ward	INS	C	••••	Mark Poole	W	ALPHA	.50
Divine Transformation	EC	U	••••	Né Né Thomas	WW2	LG	5.00
Disenchant	INS	C	•••••	Amy Weber	W1	ALPHA	.50
Elder Land Wurm	SC	R	•••	Quinton Hoover	WWW4	LG	7.00
Eye for an Eye	INS	R	••••	Mark Poole	WW	AN	4.00
Fortified Area	EN	C	••	Randy Asplund-Faith	WW1	LG	.50
Green Ward	EC	U	•••	Dan Frazier	W	ALPHA	.50
Healing Salve	INS	C	•••	Dan Frazier	W	ALPHA	.50





Island Sanctuary only allows you to be attacked by creatures that have island-walk or flying, but for that to work you can't draw a card as normal. No problem. The Library of Alexandria will still get you that much-needed card every turn. Throw in other card getters like Jandor's Ring and Jayemdae Tome to insure your killer combo.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Holy Armor	EC	C	•••	Melissa Benson	W	ALPHA	.50
Holy Strength	EC	C	•••	Anson Maddocks	W	ALPHA	.50
Island Sanctuary	EN	R	••	Mark Poole	W1	ALPHA	3.00
Karma	EN	U	•••••	Richard Thomas	WW2	ALPHA	1.00
Kismet	EN	U	••••	Kaja Foglio	W3	LG	6.00
Land Tax	EN	R	••••	Brian Snoddy	W	LG	4.50
Mesa Pegasus	SC	C	••••	Melissa Benson	W1	ALPHA	.50
Morale	INS	C	••	Mark Poole	WW1	DK	.50
Northern Paladin	SC	R	••••	Douglas Shuler	WW2	ALPHA	6.50
Osai Vultures	SC	U	•	Dan Frazier	W1	LG	.50
Pearled Unicorn	SC	C	••	Cornelius Brudi	W2	ALPHA	.50
Personal Incarnation	SC	R	•••	Kev Brockschmidt	WWW3	ALPHA	5.00
Piety	INS	C	••	Mark Poole	W2	AN	.50
Pikemen	SC	C	•••	Denise Detwiler	W1	DK	.50
Purelace	INT	R	•••	Sandra Everingham	W	ALPHA	2.00
Red Ward	EC	U	••••	Dan Frazier	W	ALPHA	.50
Reverse Damage	INS	R	•••••	Dameon Willich	WW1	ALPHA	4.50
Righteousness	INS	R	••••	Douglas Shuler	W	ALPHA	4.00
Samite Healer	SC	C	•••	Tom Wänerstrand	W1	ALPHA	.50
Savannah Lions	SC	R	•••	Daniel Gelon	W	ALPHA	3.50
Seeker	EC	C	•••	Mark Poole	WW2	LG	.50
Serra Angel	SC	U	•••••	Douglas Shuler	WW3	ALPHA	4.50
Spirit Link	EC	U	•••••	Kaja Foglio	W	LG	8.00
Swords to Plowshares	INS	U	•••••	Jeff A. Menges	W	ALPHA	1.00
Tundra Wolves	SC	C	••	Quinton Hoover	W	LG	.50
Visions	SOR	U	••	Né Né Thomas	W	LG	2.50
Wall of Swords	SC	U	••••	Mark Tedin	W3	ALPHA	1.50
White Knight	SC	U	••••	Daniel Gelon	WW	ALPHA	1.50
White Ward	EC	U	•••	Dan Frazier	W	ALPHA	.50
Wrath of God	INS	R	••••	Quinton Hoover	WW2	ALPHA	4.50
LANDS							
Forest	LAN	C	—	Christopher Rush		ALPHA	.05
Island	LAN	C	—	Mark Poole		ALPHA	.05
Mishra's Factory	LAN	U	••••	Kaja & Phil Foglio		AQ	7.00
Mountain	LAN	C	—	Douglas Shuler		ALPHA	.05
Oasis	LAN	U	•••	Brian Snoddy		AN	4.00
Plains	LAN	C	—	Jesper Myrfors		ALPHA	.05
Strip Mine	LAN	U	•••••	Daniel Gelon		AQ	7.00
Swamp	LAN	C	—	Dan Frazier		ALPHA	.05

ARABIAN NIGHTS



Booster Pack	$50.00
Booster Box	$3,000.00
Full Set (77)	$600.00

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

ARTIFACTS

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Aladdin's Lamp	ART	U	•••	Mark Tedin	10	5.00
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	•••	Dan Frazier	8	7.00
8, T: Do 4 damage to any target.						
Bottle of Suleiman	ART	R	•••	Jesper Myrfors	4	6.50
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Brass Man	AC	U	•••	Christopher Rush	1	1.50
Pay 1 during upkeep to untap. 1/3.						
City in a Bottle	ART	R	•	Drew Tucker	2	16.00
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
Dancing Scimitar	AC	R	•••	Anson Maddocks	4	6.50
Flying. 1/5.						
Ebony Horse	ART	R	•	Dameon Willich	3	4.50
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
Flying Carpet	ART	R	••••	Mark Tedin	4	7.00
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
Jandor's Ring	ART	R	••	Dan Frazier	6	7.00
2, T: Discard a card you just drew, and draw another to replace it.						
Jandor's Saddlebags	ART	R	••••	Dameon Willich	2	7.00
3, T: Untap a creature.						
• Jeweled Bird	ART	R	•	Amy Weber	1	8.50
T: Exchange Bird for your ante, then draw a new card.						
Pyramids	ART	R	••	Amy Weber	6	20.00
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Ring of Ma'ruf	ART	R	••••	Dan Frazier	5	26.50
5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.						
Sandals of Abdallah	ART	R	••	Dan Frazier	4	8.50
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						





Next to blue's Leviathan, the ol' Colossus is the biggest bad boy in *Magic*. The only problem is that it takes nine (count 'em nine!) mana to untap. Easy way around that: chuck an Instill Energy on him, which allows him to untap an extra time per turn for free!

BLACK

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Cuombajj Witches	SC	C	•••	Kaja Foglio	BB	3.50
T: Each player does 1 damage to any target. 1/3.						
El-Hajjaj	SC	R	•••	Dameon Willich	BB1	9.00
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	••	Dameon Willich	B1	1.00
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
Guardian Beast	SC	R	••••	Ken Meyer Jr.	B3	50.00
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
Hasran Ogress	SC	C	•	Dan Frazier	BB	2.00
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.						
Junun Efreet	SC	R	•••	Christopher Rush	BB1	8.50
Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.						
Juzam Djinn	SC	R	••••	Mark Tedin	BB2	50.00
Lose 1 life during upkeep. 5/5.						
Khabal Ghoul	SC	R	••••	Douglas Shuler	B2	27.50
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.						
Oubliette	EN	C	••••	Douglas Shuler	BB1	5.50
Place target creature out of play.						
Sorceress Queen	SC	R	•••••	Kaja Foglio	BB1	11.00
T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Stone-Throwing Devils	SC	C	•••	Ken Meyer Jr.	B	4.50
First strike. 1/1.						

BLUE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Dandan	SC	C	•	Drew Tucker	UU	3.00
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						
Fishliver Oil	EC	C	•••	Anson Maddocks	U1	2.50
Give target creature islandwalk.						
Flying Men	SC	C	••••	Christopher Rush	U	3.50
Flying. 1/1.						
Giant Tortoise	SC	C	••	Kaja Foglio	U1	1.00
+0/+3 while untapped. 1/1.						
Island Fish Jasconius	SC	R	••	Jesper Myrfors	UUU4	6.50
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
Merchant Ship	SC	R	••	Tom Wänerstrand	U	8.00
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.						
Old Man of the Sea	SC	R	••••	Susan Van Camp	UU1	32.00
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.						
Serendib Djinn	SC	R	••	Anson Maddocks	UU2	14.00
Flying. Destroy a land during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						
Serendib Efreet	SC	R	•••	Anson Maddocks	U2	12.00
Flying. Does 1 damage to you during upkeep. 3/4.						
Sindbad	SC	R	•	Julie Baroh	U1	6.00
T: Draw a new card; you may only keep it if it is a land. 1/1.						
Unstable Mutation	EC	C	•••	Douglas Shuler	U	1.00
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.						

GREEN

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Cyclone	EN	R	••	Mark Tedin	GG2	8.50
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Desert Twister	SOR	U	••••	Susan Van Camp	GG4	3.00
Destroy any one card in play.						
Drop of Honey	EN	R	•••	Anson Maddocks	G	22.50
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Erhnam Djinn	SC	R	•••	Ken Meyer Jr.	G3	22.50
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Ghazban Ogre	SC	C	•	Jesper Myrfors	G	2.50
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
Ifh-biff Efreet	SC	R	•••	Jesper Myrfors	GG2	20.50
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						
Metamorphosis	SOR	C	•	Christopher Rush	G	2.50
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.						
Naf's Asp	SC	C	••	Christopher Rush	G	1.00
If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.						
Sandstorm	INS	C	••	Brian Snoddy	G	1.00
Do 1 damage to all attacking creatures.						
Singing Tree	SC	R	••••	Rob Alexander	G3	28.50
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						
Wyluli Wolf	SC	C	••••	Susan Van Camp	G1	5.00
T: Give a creature +1/+1 until end of turn. 1/1.						

RED

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Aladdin	SC	R	••••	Julie Baroh	RR2	24.00
RR1: Steal artifact. 1/1.						
Ali Baba	SC	R	•••	Julie Baroh	R	6.00
R: Tap a wall. 1/1.						
• Ali from Cairo	SC	R	••••	Mark Poole	RR2	58.00
You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.						
Bird Maiden	SC	C	••	Jeff A. Menges	R2	1.00
Flying. 1/2.						
Desert Nomads	SC	C	••	Christopher Rush	R2	3.00
Desertwalk. Immune to damage from Deserts. 2/2.						
Hurr Jackal	SC	C	•••	Drew Tucker	R	2.50
T: Prevent creature from regenerating this turn. 1/1.						
Kird Ape	SC	C	•••	Ken Meyer Jr.	R	3.50
Kird Ape gains +1/+2 while controller has forests in play. 1/1.						
Magnetic Mountain	SC	R	•••	Susan Van Camp	RR1	5.00
To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!						
Mijae Djinn	SC	R	•••	Susan Van Camp	RRR	10.00
If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.						
Rukh Egg	SC	C	••••	Christopher Rush	R3	7.50
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.						
Ydwen Efreet	SC	R	•	Drew Tucker	RRR	11.00
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.						

Indicates Price Increase   Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
WHITE						
Abu Ja'far	SC	R	••••	Ken Meyer Jr.	W	14.50
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
Army of Allah	INS	C	••••	Brian Snoddy	WW1	4.50
+2/+0 to all attacking creatures until end of turn.						
Camel	SC	C	•	Sandra Everingham	W	2.50
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Eye for an Eye	INS	R	••••	Mark Poole	WW	9.00
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Jihad	EN	R	••••	Brian Snoddy	WWW	30.00
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.						
King Suleiman	SC	R	••	Mark Poole	W1	14.50
T: Destroy an Efreet or Djinn. 1/1.						
Moorish Cavalry	SC	C	•••	Dameon Willich	WW2	5.50
Trample. 3/3.						
Piety	INS	C	••	Mark Poole	W2	1.00
+0/+3 to all defending creatures until end of turn.						
Repentant Blacksmith	SC	R	•••	Drew Tucker	W1	11.00
Protection from red. 1/2.						
• Shahrazad	SOR	R	•	Kaja Foglio	WW	19.00
Players must suspend game in progress and play a game of *Magic* with their current libraries. Loser of that game loses half of life points in the original game.						
War Elephant	SC	C	••••	Kristen Bishop	W3	5.50
Bands, trample. 2/2.						
LANDS						
Bazaar of Baghdad	LAN	R	••	Jeff A. Menges		13.00
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						
City of Brass	LAN	R	••••	Mark Tedin		27.50
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
Desert	LAN	C	•••	Jesper Myrfors		5.00
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.						
Diamond Valley	LAN	R	•••••	Brian Snoddy		40.00
T: Sacrifice a creature to gain life equal to its toughness.						
Elephant Graveyard	LAN	R	•••	Rob Alexander		24.50
T: Add 1. T: Regenerate an Elephant or Mammoth.						
Island of Wak-Wak	LAN	R	•••••	Douglas Shuler		24.00
T: Reduce the power of one flying creature to 0 until end of turn.						
• Library of Alexandria	LAN	R	•••••	Mark Poole		30.00
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.						
Oasis	LAN	R	•••	Brian Snoddy		4.00
T: Negate 1 damage to any creature.						

ANTIQUITIES

Booster Pack	$15.00
Booster Box	$750.00
Full Set (85)	$375.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Amulet of Kroog	ART	C	••	Margaret Organ-Keen	2	.50
2, T: Prevent 1 damage to any target.						
Armageddon Clock	ART	U	•	Amy Weber	6	5.00
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.						
Ashnod's Altar	ART	U	•	Anson Maddocks	3	4.00
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).						
Ashnod's Battle Gear	ART	U	••	Mark Poole	2	3.00
2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
Ashnod's Transmogrant	ART	U	•••	Mark Tedin	1	4.50
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrant after it has been used.						
Battering Ram	AC	C	••	Jeff A. Menges	2	.50
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.						
• Bronze Tablet	ART	R	•	Tom Wänerstrand	6	7.00
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
• Candelabra of Tawnos	ART	R	•••••	Douglas Shuler	1	22.50
X: Untap X separate lands.						
Clay Statue	AC	C	•••	Jesper Myrfors	4	1.00
2: Regenerates. 3/1.						
Clockwork Avian	AC	R	•••	Randy Asplund-Faith	5	10.00
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.						
Colossus of Sardia	AC	R	••••	Jesper Myrfors	9	14.00
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.						
Coral Helm	ART	R	••	Amy Weber	3	5.50
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.						
Cursed Rack	ART	U	••	Richard Thomas	4	3.00
Opponent must discard to 4 cards during discard phase.						
Dragon Engine	AC	C	••	Anson Maddocks	3	2.00
2: +1/+0 until end of turn. 1/3.						





Normally, you use Juxtapose, a spell that swaps your highest-casting-cost creature and artifact with an opponent's, to trade your puny Goblin Balloon Brigade for your opponent's Serra. Not this time, though. Cast Juxtapose and give your opponent your Lord of the Pit—then watch him sit down to dinner, with your nemesis picking up the tab. Just make sure you have a good defense, or things might get ugly.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
• Feldon's Cane	ART	U	••••	Mark Tedin	1	11.00
0: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.						
Golgothian Sylex	ART	R	•	Kerstin Kaman	4	8.00
1: Discard all Antiquities cards, including Golgothian Sylex, from play.						
Grapeshot Catapult	AC	C	•••	Dan Frazier	4	1.00
T: Do 1 damage to a target flying creature. 2/3						
• Ivory Tower	ART	U	•••••	Margaret Organ-Keen	1	9.00
Take 1 life for each card over four you have in hand during upkeep.						
Jalum Tome	ART	R	•••	Tom Wänerstrand	3	5.00
2: Draw a card from your library and discard a card of your choosing to your graveyard.						
Mightstone	ART	U	••	Pete Venters	4	3.00
All attacking creatures gain +1/+0.						
Millstone	ART	U	•••	Kaja Foglio	2	4.00
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
Mishra's War Machine	AC	R	•	Amy Weber	7	5.00
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
Obelisk of Undoing	ART	R	••	Tom Wänerstrand	1	13.00
6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.						
Onulet	AC	U	••	Anson Maddocks	3	3.00
If Onulet is placed in graveyard, its controller takes 2 life. 2/2.						
Ornithopter	AC	C	••	Amy Weber	0	1.00
Flying. 0/2.						
Primal Clay	AC	U	••	Kaja Foglio	6	5.00
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
Rack, The	ART	U	•••	Richard Thomas	1	1.50
Do 1 damage for each card under three opponent has in hand during upkeep.						
Rakalite	ART	U	••	Christopher Rush	6	2.50
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.						
Rocket Launcher	ART	U	•••	Pete Venters	4	8.00
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
Shapeshifter	AC	R	••••	Dan Frazier	6	9.00
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).						
Staff of Zegon	ART	C	•	Mark Poole	4	1.00
3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.						
Su-Chi	AC	U	•	Christopher Rush	4	3.50
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.						
Tablet of Epityr	ART	C	•	Christopher Rush	1	.50
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
Tawnos's Coffin	ART	R	••••	Christopher Rush	4	20.00
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.						

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature		
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery		

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Tawnos's Wand	ART	U	••	Douglas Shuler	4	3.00
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
Tawnos's Weaponry	ART	U	•••	Dan Frazier	2	3.00
2: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.						
Tetravus	AC	R	•••	Mark Tedin	6	11.00
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus. 1/1.						
Triskelion	AC	R	••••	Douglas Shuler	6	10.00
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.						
Urza's Avenger	AC	R	••••	Amy Weber	6	10.50
0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4.						





The Seasinger is a critter that allows you to steal your opponent's creatures. Life Chisel allows you to sacrifice a creature you control for life points equal to its toughness. So nab as many creatures as you can get your hands on, and send 'em screaming to the grave. Just be sure to say thank you when you're done.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Urza's Chalice	ART	C	••	Jeff A. Menges	1	.50
1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.						
Urza's Miter	ART	R	••	Randy Asplund-Faith	3	8.00
3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.						
Wall of Spears	AC	U	••	Sandra Everingham	3	1.00
First strike, counts as a wall. 2/3.						
Weakstone	ART	U	••	Justin Hampton	4	3.00
All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.						
Yotian Soldier	AC	C	•••	Christopher Rush	3	1.00
Yotian Soldier does not tap when attacking. 1/4.						

BLACK

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Artifact Possession	EA	C	••	Christopher Rush	B2	1.00
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.						
Gate to Phyrexia	EN	U	•••	Sandra Everingham	BB	3.00
Sacrifice one of your creatures during your upkeep to destroy any one artifact.						
Haunting Wind	EN	U	••	Jeff A. Menges	B3	3.50
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.						
Phyrexian Gremlins	SC	C	••••	Amy Weber	B2	2.00
T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.						
Priest of Yawgmoth	SC	C	•	Mark Tedin	B1	1.00
T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.						
Xenic Poltergeist	SC	U	•••	Dan Frazier	BB1	3.00
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.						
Yawgmoth Demon	SC	R	••	Sandra Everingham	BB4	16.00
Flying, first strike. During your upkeep, sacrifice one of your artifacts in play or Yawgmoth Demon taps to do 2 damage to you. 6/6.						

BLUE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Drafna's Restoration	SOR	C	••	Amy Weber	U	1.50
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.						
Energy Flux	EN	U	•••	Kaja Foglio	U2	2.00
Each artifact requires 2 during upkeep or it must be discarded.						
Hurkyl's Recall	INS	R	•••	Né Né Thomas	U1	7.00
Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.						
Power Artifact	EA	U	••	Douglas Shuler	UU	4.00
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.						
Reconstruction	SOR	C	•••	Anson Maddocks	U	1.50
Bring an artifact from your graveyard into your hand.						
Sage of Lat-Nam	SC	C	•	Pete Venters	U1	1.00
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.						
Transmute Artifact	SOR	U	•••	Anson Maddocks	UU	4.00
Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.						

GREEN

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Argothian Pixies	SC	C	••	Amy Weber	G1	1.50
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
Argothian Treefolk	SC	C	•••	Amy Weber	GG3	1.50
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.						
Citanul Druid	SC	U	••	Jeff A. Menges	G1	4.00
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
Crumble	INS	C	••••	Jesper Myrfors	G	1.00
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
Gaea's Avenger	SC	R	•••	Pete Venters	GG1	16.50
*=number of artifacts opponent has in play. *+1/*+1.						
Powerleech	EN	U	•••	Christopher Rush	GG	4.00
Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.						
Titania's Song	EN	U	•••	Kerstin Kaman	G3	5.00
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						

RED

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Artifact Blast	INT	C	•	Mark Poole	R	1.00
Counter any artifact as it is being cast.						
Atog	SC	C	••	Jesper Myrfors	R1	1.50
0: +2/+2; sacrifice one of your artifacts in play. 1/2.						
Detonate	SOR	U	••	Randy Asplund-Faith	RX	2.50
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.						
Dwarven Weaponsmith	SC	U	•••	Mark Poole	R1	2.00
T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.						
Goblin Artisans	SC	U	••	Julie Baroh	R	3.50
If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.						
Orcish Mechanics	SC	C	•••	Pete Venters	Cost R2	1.00
T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.						
Shatterstorm	SOR	R	•••	Mark Poole	RR2	7.50
Bury all artifacts in play. Artifact creatures may not be regenerated.						

WHITE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Argivian Archaeologist	SC	R	•••••	Amy Weber	WW1	24.00
2, T: Bring an artifact from your graveyard to your hand. 1/1.						
Argivian Blacksmith	SC	C	••	Kerstin Kaman	WW1	1.00
T: Negate 2 damage to target artifact creature. 2/2.						
Artifact Ward	EC	C	••	Douglas Shuler	W	1.00
Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
Circle of Protection: Artifacts	EN	U	••••	Pete Venters	W1	9.00
2: Prevent all damage against you from an artifact source.						
Damping Field	EN	U	•	Justin Hampton	W2	3.00
No one may untap more than one artifact in each of his or her own untap phases.						
Martyrs of Korlis	SC	U	•••	Margaret Organ-Keen	WW3	5.00
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.						
Reverse Polarity	INS	C	•••	Justin Hampton	WW	1.50
All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.						

LANDS

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Mishra's Factory	LAN	U	••••	Kaja & Phil Foglio		7.00
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.						
Mishra's Factory	LAN	U	••••	Kaja & Phil Foglio		8.00
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Summer picture.						
• Mishra's Workshop	LAN	R	•••	Kaja Foglio		15.00
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.						
Strip Mine	LAN	U	•••••	Daniel Gelon		7.00
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.						
Strip Mine	LAN	U	•••••	Daniel Gelon		8.50
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice. Picture with tower in the strip mine.						

Indicates Price Increase   Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Urza's Mine	LAN	C	••	Anson Maddocks		3.00
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Power Plant	LAN	C	••	Mark Tedin		3.00
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Tower	LAN	C	••	Mark Poole		4.00
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.						

LEGENDS

Booster Pack	$30.00
Booster Box	$1,200.00
Full Set (310)	$1,100.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Al-abara's Carpet	ART	R	••••	Kaja Foglio	5	11.00
5, T: Prevent all damage done to you by attacking non-flying creatures.						
Alchor's Tomb	ART	R	••••	Harold McNeill	4	12.50
2, T: Change the color of target permanent you control.						
Arena of the Ancients	ART	R	•	Tom Wänerstrand	3	10.00
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.						
Black Mana Battery	ART	U	•••	Anson Maddocks	4	5.00
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).						
Blue Mana Battery	ART	U	•••	Amy Weber	4	5.00
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).						
Bronze Horse	AC	R	••	Mark Poole	7	11.50
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.						
Forethought Amulet	ART	R	•••	Melissa Benson	5	12.00
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.						
Gauntlets of Chaos	ART	R	••••	Dan Frazier	5	15.00
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.						
Green Mana Battery	ART	U	•••	Christopher Rush	4	5.00
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).						
Horn of Deafening	ART	R	•••	Dan Frazier	4	12.00
2, T: Target creature deals no damage in combat this turn.						
Knowledge Vault	ART	R	•••	Amy Weber	4	10.50
2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.						
Kry Shield	ART	U	•••	Richard Thomas	2	4.00
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.						
Life Chisel	ART	U	•••	Anthony Waters	4	5.00
During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.						
Life Matrix	ART	R	••••	Amy Weber	4	12.50
4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.						
Mana Matrix	ART	R	••	Mark Tedin	6	12.50
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.						
Marble Priest	AC	U	•	Melissa Benson	5	4.00
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls.						
• Mirror Universe	ART	R	••••	Phil Foglio	6	50.00
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.						
North Star	ART	R	•••	Kaja Foglio	4	14.00
4, T: You may cast one spell this turn using mana of any color.						
Nova Pentacle	ART	R	•••	Richard Thomas	4	13.00
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.						
Planar Gate	ART	R	•••	Melissa Benson	6	12.00
Pay 2 colorless mana less when casting a summon spell.						
Red Mana Battery	ART	U	•••	Mark Tedin	4	5.00
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).						
Relic Barrier	ART	U	••	Harold McNeill	2	4.50
T: Tap target artifact.						
Ring of Immortals	ART	R	•	Melissa Benson	5	11.50
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						
Sentinel	AC	R	•••	Randy Asplund-Faith	4	11.50
*=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.						
Serpent Generator	ART	R	••••	Mark Tedin	6	23.50
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
• Sword of the Ages	ART	R	••••	Christopher Rush	6	25.00
Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.						
Triassic Egg	ART	R	•••	Dan Frazier	4	12.00
3, T: Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
Voodoo Doll	ART	R	••	Sandra Everingham	6	10.00
Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.						





The Vampire gets a permanent +1/+1 whenever it damages a creature that goes to the grave. Combine that with an Arena, a land that forces one of your untapped creatures to battle one of your opponent's untapped creatures, and that should give your Lestat a nutritious, well-balanced meal.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
White Mana Battery	ART	U	•••	Anthony Waters	4	5.00
2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).						
BLACK						
Abomination	SC	U	•••	Mark Tedin	BB3	4.00
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.						
Abyss, The	EW	R	•••	Pete Venters	B3	23.00
Each player must bury a target non-artifact creature he or she controls during upkeep.						
All Hallow's Eve	EN	R	•••	Christopher Rush	BB2	25.00
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.						
Blight	EL	U	••	Pete Venters	BB	3.00
If target land is tapped, destroy it at end of turn.						
Carrion Ants	SC	R	••••	Richard Thomas	BB2	15.00
1: +1/+1 until end of turn. 0/1.						
Chains of Mephistopheles	EN	R	•	Heather Hudson	B1	10.50
Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.						
Cosmic Horror	SC	R	•••	Jesper Myrfors	BBB3	8.50
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.						
Cyclopean Mummy	SC	C	•	Edward Beard Jr.	B1	.50
Remove Mummy from game if it goes to graveyard. 2/1.						
Darkness	INS	C	•••	Harold McNeill	B	1.00
Creatures attack and block as normal but deal no damage.						
Demonic Torment	EC	U	•••	Anson Maddocks	B2	4.50
Target creature deals no damage during combat and may not attack.						
Evil Eye Orms-By-Gore	SC	U	••	Jesper Myrfors	B4	5.50
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.						
Fallen Angel	SC	U	••••	Douglas Shuler	BB3	10.00
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.						
Ghosts of the Damned	SC	C	•	Edward Beard Jr.	BB1	1.00
T: Make target creature -1/-0 until end of turn 0/2.						
Giant Slug	SC	C	•••	Anson Maddocks	B	1.00
5: Give Slug landwalk ability of your choice on your next turn. 1/1.						
Glyph of Doom	INS	C	•	Susan Van Camp	B	1.00
Creatures blocked by target wall are destroyed after combat.						
Greed	EN	R	•••	Phil Foglio	B3	7.00
B: Draw an extra card and sacrifice 2 life.						
Headless Horseman	SC	C	••	Quinton Hoover	B2	.50
2/2.						
Hell Swarm	INS	C	•	Christopher Rush	B	1.00
Make all creatures -1/-0 until end of turn.						

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Hell's Caretaker	SC	R	•••••	Sandra Everingham	B3	21.50
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.						
Hellfire	SOR	R	••••	Pete Venters	BBB2	16.00
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.						
Horror of Horrors	EN	U	•••	Mark Tedin	BB3	4.50
Sacrifice a swamp to regenerate a black creature.						
Imprison	EC	R	••••	Christopher Rush	B	10.00
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.						
Infernal Medusa	SC	U	•••	Anson Maddocks	BB3	6.00
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.						
Jovial Evil	SOR	R	••	Christopher Rush	B2	11.50
Do 2 damage to opponent for each white creature opponent controls.						
Lesser Werewolf	SC	U	•••	Quinton Hoover	B3	5.50
B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.						





The War Barge can give any creature islandwalk, and the Merfolk Assassin can kill any creature with islandwalk. So give your opponent's most powerful critter islandwalk with the War Barge, then slip your Merfolk Assassin a five-spot and have him take care of business.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Lost Soul	SC	C	••	Randy Asplund-Faith	BB1	.50
Swampwalk. 2/1.						
Mold Demon	SC	R	•	Jesper Myrfors	BB5	10.50
Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.						
Nether Void	EW	R	•••	Harold McNeill	B3	14.50
Counter all spells unless their casters pay an extra 3.						
Pit Scorpion	SC	C	••	Scott Kirschner	B2	.50
If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.						
Quagmire	EN	U	•••	Dan Frazier	B2	4.00
Creatures with swampwalk may be blocked.						
Shimian Night Stalker	SC	U	•••	Jesper Myrfors	BB3	5.50
Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.						
Spirit Shackle	EC	C	••	Edward Beard Jr.	BB	1.00
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.						
Syphon Soul	SOR	C	•••	Melissa Benson	B2	1.00
Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.						
Takklemaggot	EC	U	••	Daniel Gelon	BB2	5.00
Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.						
Touch of Darkness	INS	U	•••	Pete Venters	B	4.00
Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.						
Transmutation	INS	C	•••	Susan Van Camp	B1	1.00
Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.						
• Underworld Dreams	EN	U	•••••	Julie Baroh	BBB	15.00
Do 1 damage to opponent for each card drawn.						
Vampire Bats	SC	C	••	Anson Maddocks	B	.50
Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.						
Walking Dead	SC	C	••••	Dan Frazier	B1	1.00
B: Regenerates. 1/1.						
Wall of Putrid Flesh	SC	U	••	Richard Thomas	B2	4.00
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.						
Wall of Shadows	SC	C	•••	Pete Venters	BB1	1.00
Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.						
Wall of Tombstones	SC	U	•	Dan Frazier	B1	3.50
=the number of creatures in your graveyard. 0/1+.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Wretched, The	SC	R	•••	Christopher Rush	BB3	30.00
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						

BLUE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Acid Rain	SOR	R	•••	Né Né Thomas	U3	15.50
Destroy all forests in play.						
Anti-Magic Aura	EC	C	••••	Douglas Shuler	U2	2.50
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Azure Drake	SC	U	•••	Dan Frazier	U3	4.50
Flying. 2/4.						
Backfire	EC	U	••	Brian Snoddy	U	3.00
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						
Boomerang	INS	C	••••	Brian Snoddy	UU	2.50
Return target permanent to owner's hand.						
Brine Hag	SC	U	•	Quinton Hoover	UU2	4.50
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.						
Devouring Deep	SC	C	••	Liz Danforth	U2	1.00
Islandwalk. 1/2.						
Dream Coat	EC	U	••••	Anthony Weber	U	4.50
Change target creature's color to another color (play as an interrupt).						
Elder Spawn	SC	R	•	Jesper Myrfors	UUU4	10.00
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.						
Enchantment Alteration	INS	C	••••	Brian Snoddy	U	2.50
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.						
Energy Tap	SOR	C	••	Daniel Gelon	U	.50
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Field of Dreams	EW	R	•••	Kaja Foglio	U	11.50
The top card in every library plays face up.						
Flash Counter	INT	C	•••	Harold McNeill	U1	1.00
Counter target interrupt or instant spell.						
Flash Flood	INS	C	•	Tom Wänerstrand	U	1.00
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
Force Spike	INT	C	••	Bryon Wackwitz	U	1.00
Counter target spell unless its caster spends 1 extra colorless mana.						
Gaseous Form	EC	C	••	Phil Foglio	U2	.50
Target creature deals no damage in combat.						
Glyph of Delusion	INS	C	•	Susan Van Camp	U	1.00
Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.						
In the Eye of Chaos	EW	R	•	Christopher Rush	U2	11.50
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
Invoke Prejudice	EN	R	••	Harold McNeill	UUUU	13.50
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
Juxtapose	SOR	R	•••	Justin Hampton	U3	11.50
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
Land Equilibrium	EN	R	•••	Jesper Myrfors	UU2	11.50
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.						
Mana Drain	INT	U	•••••	Mark Tedin	UU	20.00
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.						
Part Water	SOR	U	•••	Né Né Thomas	UXX	4.00
Give X target creatures island walk until end of turn.						
Psionic Entity	SC	R	••	Justin Hampton	U4	8.50
T: Do 2 damage to any target and 3 damage to itself. 2/2.						
Psychic Purge	SOR	C	•••	Susan Van Camp	U	3.00
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
Puppet Master	EC	U	•••	Sandra Everingham	UUU	5.00
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.						
• Recall	SOR	R	•••••	Brian Snoddy	UXX	23.50
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
Relic Bind	EA	U	••	Christopher Rush	U2	3.50
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.						
Remove Soul	INT	C	•••	Brian Snoddy	U1	2.00
Counter target summon spell.						
Reset	INT	U	••	Nicola Leonard	UU	6.00
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.						
Reverberation	INS	R	••••	Justin Hampton	UU2	13.00
Redirect damage from a sorcery to its caster.						
Sea King's Blessing	INS	U	••	Randy Asplund-Faith	U	4.00
Change the color of any number of target creatures to blue until end of turn.						
Segovian Leviathan	SC	U	•••	Melissa Benson	U4	3.00
Islandwalk. 3/3.						

Indicates Price Increase   Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Silhouette	INS	U	•	Kaja Foglio	U4	4.00
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						
Spectral Cloak	EC	U	••••	Rob Alexander	UU	10.00
Target creature may not be targeted by spells or fast effects unless it is tapped.						
Telekinesis	INS	R	••	Daniel Gelon	UU	11.00
Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.						
Teleport	INS	R	••••	Douglas Shuler	UUU	10.50
Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						
Time Elemental	SC	R	•••	Amy Weber	U2	15.00
Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.						
Undertow	EN	U	••	Randy Asplund-Faith	U2	3.50
Creatures with islandwalk may be blocked.						
Venarian Gold	EC	C	•••	Daniel Gelon	UUX	1.00
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.						
Wall of Vapor	SC	C	•••	Richard Thomas	U3	1.00
Cannot be damaged by creatures it blocks. 0/1.						
Wall of Wonder	SC	U	••	Richard Thomas	UU2	5.00
UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.						
Zephyr Falcon	SC	C	••	Heather Hudson	U1	1.00
Flying. Does not tap to attack. 1/1.						

GREEN

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Aisling Leprechaun	SC	C	••	Quinton Hoover	G	1.00
All creatures blocking or blocked by Leprechaun become green. 1/1.						
Arboria	EW	U	•••	Daniel Gelon	GG2	5.00
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
Avoid Fate	INT	C	•	Phil Foglio	G	1.00
Counter target interrupt or enchantment targeting a permanent you control.						
Barbary Apes	SC	C	•••	Bryon Wackwitz	G1	1.50
2/2.						
Cat Warriors	SC	C	••••	Melissa Benson	GG1	1.00
Forestwalk. 2/2.						
Cocoon	EC	U	•••	Mark Tedin	G	4.50
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
Concordant Crossroads	EW	R	•••	Amy Weber	G	14.50
Creatures may attack or tap during the turn they are brought into play.						
Craw Giant	SC	U	••••	Christopher Rush	GGGG3	11.50
Trample. Rampage: 2. 6/4.						
Deadfall	EN	U	••	Né Né Thomas	G2	3.50
Creatures with forestwalk may be blocked.						
Durkwood Boars	SC	C	•••	Mike Kimble	G4	.50
4/4.						
Elven Riders	SC	R	•••	Melissa Benson	GG3	7.50
Cannot be blocked except by walls and flying creatures. 3/3.						
Emerald Dragonfly	SC	C	•	Quinton Hoover	G1	1.00
Flying. GG: First strike until end of turn. 1/1.						
Eureka	SOR	R	••••	Kaja Foglio	GG2	19.00
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.						
Fire Sprites	SC	C	••	Julie Baroh	G1	1.00
Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.						
Floral Spuzzem	SC	U	••	Rob Alexander	G3	4.50
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Giant Turtle	SC	C	•	Jeff A. Menges	GG1	1.00
Giant Turtle may not attack if it did so during your last turn. 2/4.						
Glyph of Reincarnation	INS	C	•	Susan Van Camp	G	1.00
Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Hornet Cobra	SC	C	••	Sandra Everingham	GG1	1.00
First strike. 2/1.						
Ichneumon Druid	SC	U	•	Melissa Benson	GG1	4.50
Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.						
Killer Bees	SC	R	•••••	Phil Foglio	GG1	13.50
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
Living Plane	EW	R	•••	Bryon Wackwitz	GG2	16.50
Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.						
Master of the Hunt	SC	R	•••••	Jeff A. Menges	GG2	22.50
GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.						
Moss Monster	SC	C	••	Jesper Myrfors	GG2	1.00
3/6.						
Pixie Queen	SC	R	•••	Quinton Hoover	GG2	13.50
GGG, T: Give target creature flying until end of turn. 1/1.						
Pradesh Gypsies	SC	U	••	Quinton Hoover	G2	1.00
G1, T: Give target creature -2/-0 until end of turn. 1/1.						
Rabid Wombat	SC	U	•••	Kaja Foglio	GG2	9.00
Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.						
Radjan Spirit	SC	U	••••	Christopher Rush	G3	4.00
T: Target creature loses flying ability until turn ends. 3/2.						
• Rebirth	SOR	R	••	Mark Tedin	GGG3	6.00
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.						
Reincarnation	INS	U	•••	Edward Beard Jr.	GG1	4.00
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
Revelation	EW	R	••	Kaja Foglio	G	10.00
Play with all cards in hand face up.						
Rust	INT	C	••	Liz Danforth	G	1.00
Counter target artifact effect that requires an activation cost.						
Shelkin Brownie	SC	C	•	Douglas Shuler	G1	1.00
T: Remove the banding ability from target creature until end of turn. 1/1.						
Storm Seeker	INS	U	••••	Mark Poole	G3	12.00
Do 1 point of damage to opponent for every card he or she has in hand.						
Subdue	INS	C	••	Brian Snoddy	G	1.50
Target creature deals no damage. It gains X toughness, where X equals its casting cost.						
Sylvan Library	EN	U	••••	Harold McNeill	G1	7.00
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						



The Orgg is a great big 6/6 trampling creature, but he's also a big chicken sometimes. Does he suck? Not really. Think of his intimidation factor. Will your opponent attack with her big guns if she knows Orgg is gonna come tromping in on your turn, when she has no blockers available?

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Sylvan Paradise	INS	U	••	Randy Asplund-Faith	G	4.00
Change the color of one or more target creatures to green until end of turn.						
Typhoon	SOR	R	••	Anson Maddocks	G2	9.50
Do 1 damage to opponent for each island he or she controls.						
Untamed Wilds	SOR	U	••	Né Né Thomas	G2	2.50
Search your library for one basic land and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterward.						
Whirling Dervish	SC	U	•••	Susan Van Camp	GG	7.50
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.						
Willow Satyr	SC	R	••	Jeff A. Menges	GG2	11.00
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.						
Winter Blast	SOR	R	••••	Kaja Foglio	GX	8.50
Tap X target creatures. Do 2 damage to each target creature with flying.						
Wolverine Pack	SC	C	••	Jeff A. Menges	GG2	1.50
Rampage: 2. 2/4.						
Wood Elemental	SC	R	•	Brian Snoddy	G3	10.00
*=the number of untapped forests you sacrificed when casting Wood Elemental. */*.						

MULTICOLORED

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
• Adun Oakenshield	SC	R	••••	Jeff A. Menges	BGR	12.50
GRB, T: Take a creature from your graveyard into your hand. 1/2.						
• Angus Mackenzie	SC	R	•••	Bryon Wackwitz	UG	14.50
UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.						
• Arcades Sabboth	SC	R	••••	Edward Beard Jr.	UUGGWW2	26.00
Flying. All creatures on Sabboth's side gain +2 defense when untapped. W: Give Sabboth +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabboth. 7/7.						
• Axelrod Gunnarson	SC	R	•••	Scott Kirschner	BBRR	12.00
Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.						
• Ayesha Tanaka	SC	R	•••	Bryon Wackwitz	UUWW	9.50
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.						
• Barktooth Warbeard	SC	U	••	Andi Rusu	BRR4	4.00
6/5.						
• Bartel Runeaxe	SC	R	•••	Andi Rusu	BGR3	10.50
Cannot be target of enchant creature spells. Does not tap to attack. 6/5.						
• Boris Devilboon	SC	R	•••	Jesper Myrfors	BR3	12.00
BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.						
• Chromium	SC	R	•••	Edward Beard Jr.	BBUUWW2	27.00
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.						

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
• Dakkon Blackblade	SC	R	••••	Richard Kane-Ferguson	BUUW2	25.50
* equals the number of lands you control. */*.						
• Gabriel Angelfire	SC	R	••	Daniel Gelon	GGWW3	13.50
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.						
• Gosta Dirk	SC	R	•••	Richard Thomas	UUWW3	10.50
First strike. Can block islandwalking creatures. 4/4.						
• Gwendlyn Di Corei	SC	R	•••••	Julie Baroh	BBUR	14.00
T: Target player randomly discards a card in hand (play only during your turn). 3/5.						
• Halfdane	SC	R	••••	Melissa Benson	BUW1	10.50
Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.						
• Hazezon Tamar	SC	R	••••	Richard Kane-Ferguson	GRW4	14.50
On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature.						



Everybody knows that Pestilence is an excellent all-around card. But it's more versatile than you might think. If you're having a problem with an annoying regenerator like the Will-O-The Wisp, try pumping one mana into Pestilence at a time, forcing your opponent to tap a swamp to regenerate the Wisp each time. See who runs out of mana first! Use the same trick against an opponent who has a COP: Black.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.						
• Hunding Gjornersen	SC	U	••	Richard Thomas	UU13	4.00
Rampage: 1. 5/4.						
• Jacques le Vert	SC	R	••••	Andi Rusu	GRW1	13.00
Make all your green creatures +0/+2. 3/2.						
• Jasmine Boreal	SC	U	••	Richard Kane-Ferguson	GW3	5.00
4/5.						
• Jedit Ojanen	SC	U	•••	Mark Poole	UWW4	5.00
5/5.						
• Jerrard of the Closed Fist	SC	U	•••	Andi Rusu	GGR1	4.00
6/5.						
• Johan	SC	R	••••	Mark Tedin	GRW3	17.00
If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.						
• Kasimir the Lone Wolf	SC	U	•	Richard Kane-Ferguson	UW4	4.50
5/3.						
• Kei Takahashi	SC	R	•••	Scott Kirschner	GW2	11.00
T: Prevent up to 2 damage to target creature. 2/2.						
• Lady Caleria	SC	R	••••	Bryon Wackwitz	GGWW3	11.00
T: Do 3 damage to target attacking or blocking creature. 3/6.						
• Lady Evangela	SC	R	••••	Mark Poole	BUW	11.00
BW, T: Target creature deals no damage this turn during combat. 1/2.						
• Lady of the Mountain	SC	U	••	Richard Kane-Ferguson	GR4	4.50
5/5.						
• Lady Orca	SC	U	••	Sandra Everingham	BR5	3.50
7/4.						
• Livonya Silone	SC	R	•••	Richard Kane-Ferguson	GGRR2	11.00
First strike, legendary landwalk. 4/4.						
• Lord Magnus	SC	U	•••	Mark Tedin	GWW3	5.00
First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.						
• Marhault Elsdragon	SC	U	••	Mark Poole	GRR3	5.50
Rampage: 1. 4/6.						
• Nebuchadnezzar	SC	R	•••••	Richard Kane-Ferguson	BU3	18.50
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
• Nicol Bolas	SC	R	•••	Edward Beard Jr.	BBUURR2	28.00
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.						
• Palladia-Mors	SC	R	•••	Edward Beard Jr.	GGRRWW2	25.50
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
• Pavel Maliki	SC	U	•	Andi Rusu	BR4	4.50
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.						
• Princess Lucrezia	SC	U	•	Sandra Everingham	BUU3	5.00
T: Add U to your mana pool (play as an interrupt). 5/4.						
• Ragnar	SC	R	•••	Melissa Benson	BGW	11.50
UGW, T: Regenerate target creature. 2/2.						
• Ramirez DePietro	SC	U	•••	Phil Foglio	BBU3	4.50
First strike. 4/3.						
• Ramses Overdark	SC	R	•••	Richard Kane-Ferguson	BBUU2	13.50
T: Destroy a target creature with an enchantment on it. 4/3.						
• Rasputin Dreamweaver	SC	R	•••	Andi Rusu	UW4	12.50
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.						
• Riven Turnbull	SC	U	••	Richard Kane-Ferguson	BU5	4.50
T: Add B to your mana pool (play as an interrupt). 5/7.						
• Rohgahh of Kher Keep	SC	R	•••	Edward Beard Jr.	BBRR2	12.00
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.						
• Rubinia Soulsinger	SC	R	•••••	Rob Alexander	UGW2	17.50
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.						
• Sir Shandlar of Eberyn	SC	U	••	Andi Rusu	GW4	4.50
4/7.						
• Sivitri Scarzam	SC	U	••	Né Né Thomas	BU5	5.00
6/4.						
• Sol'kanar Swamp King	SC	R	•••••	Richard Kane-Ferguson	BUR2	20.50
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.						
• Stangg	SC	R	••••	Mark Poole	GR4	11.50
Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.						
• Sunastian Falconer	SC	U	••	Christopher Rush	GR3	4.50
T: Add 2 to your mana pool. 4/4.						
• Tetsuo Umezawa	SC	R	•••••	Julie Baroh	BUR	16.00
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.						
• Tobias Andrion	SC	U	••	Andi Rusu	UW3	4.50
4/4.						
• Tor Wauki	SC	U	•••	Randy Asplund-Faith	BBR2	5.50
T: Do 2 damage to attacking or blocking creature. 3/3.						
• Torsten Von Ursus	SC	U	••	Mark Poole	GGW3	5.00
5/5.						
• Tuknir Deathlock	SC	R	••••	Liz Danforth	GGRR	11.50
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.						
• Ur-Drago	SC	R	•••	Christopher Rush	BBUU3	10.50
First strike. Creatures with swampwalk may be blocked. 4/4.						
• Vaevictis Asmadi	SC	R	•••	Andi Rusu	BBRRGG2	25.00
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.						
• Xira Arien	SC	R	•••	Melissa Benson	BRG	12.50
Flying. GRB, T: Make target player draw a card. 1/2.						

RED

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Active Volcano	INS	C	•	Brian Snoddy	R	1.00
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.						
Ærathi Berserker	SC	U	••	Melissa Benson	RRR2	5.00
Rampage: 3. 2/4.						
Backdraft	INS	U	•••	Brian Snoddy	R1	4.00
Do half the damage (round down) done by one sorcery to the sorcery's caster.						
Beasts of Bogardan	SC	U	•••	Daniel Gelon	R4	5.00
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.						
Blazing Effigy	SC	C	••	Susan Van Camp	R1	1.00
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.						
Blood Lust	INS	U	••••	Anson Maddocks	R1	1.00
Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.						
Brute, The	EC	C	••	Mark Poole	R1	1.00
Target creature gains +1/+0. RRR: Regenerates.						
Caverns of Despair	EN	R	••	Harold McNeill	RR2	10.00
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.						
Chain Lighting	SOR	C	••	Sandra Everingham	R	2.50
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.						
Crevasse	EN	U	••	Rob Alexander	R2	4.00
Creatures with mountainwalk may be blocked.						
Crimson Kobolds	SC	C	•	Anson Maddocks	0	.50
Crimson Kobolds are red creatures. 0/1.						
Crimson Manticore	SC	R	•••	Daniel Gelon	RR2	7.00
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.						
Crookshank Kobolds	SC	C	•	Christopher Rush	0	.50
Crookshank Kobolds are red creatures. 0/1.						
Disharmony	INS	R	•••	Bryon Wackwitz	R2	10.00
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.						
Dwarven Song	INS	U	••	Dan Frazier	R	4.00
Change the color of any number of target creatures to red until end of turn.						
Eternal Warrior	EC	U	••••	Anson Maddocks	R	1.00
Target creature does not tap to attack.						
• Falling Star	SOR	R	•••	Douglas Shuler	R2	11.00
From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.						
Feint	INS	C	••	Brian Snoddy	R	2.00
Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.						
Firestorm Phoenix	SC	R	••••	Jeff A. Menges	RR4	22.50
Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						
Frost Giant	SC	U	•••	Daniel Gelon	RRR3	5.00
Rampage: 2. 4/4.						
Giant Strength	EC	C	••••	Justin Hampton	RR	1.00
Make target creature +2/+2.						

Indicates Price Increase — Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Glyph of Destruction	INS	C	••	Susan Van Camp	R	1.00
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
Gravity Sphere	EW	R	•••••	Brian Snoddy	R2	16.50
All creatures lose flying ability.						
Hyperion Blacksmith	SC	U	•••	Dan Frazier	RR1	4.00
T: Tap or untap target artifact opponent controls. 2/2.						
Immolation	EC	C	••••	Scott Kirschner	R	1.00
Make target creature +2/-2.						
Kobold Drill Sergeant	SC	U	••	Julie Baroh	R1	6.50
Give all your Kobolds +0/+1 and trample. 1/2.						
Kobold Overlord	SC	R	••	Julie Baroh	R1	13.00
First strike. Give all your Kobolds first strike. 1/2.						
Kobold Taskmaster	SC	U	••	Randy Asplund-Faith	R1	6.00
Give all your Kobolds +1/+0.						
Kobolds of Kher Keep	SC	C	•	Julie Baroh	0	.50
0/1.						
Land's Edge	EW	R	••	Brian Snoddy	RR1	13.50
Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.						
Mountain Yeti	SC	U	••••	Dan Frazier	RR2	4.50
Mountainwalk, protection from white. 3/3.						
Primordial Ooze	SC	U	••	Sandra Everingham	R	4.50
Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.						
Pyrotechnics	SOR	C	••••	Anson Maddocks	R4	1.50
Do 4 damage divided any way among any number of targets.						
Quarum Trench Gnomes	SC	R	•••	Dan Frazier	R3	9.50
T: Target plains produce 1 instead of W until end of game. 1/1.						
Raging Bull	SC	C	••	Randy Asplund-Faith	R2	.50
2/2.						
Spinal Villain	SC	R	•••	Anson Maddocks	R2	15.00
T: Destroy target blue creature. 1/2.						
Storm World	EW	R	••	Christopher Rush	R	9.50
Do 1 damage to any player for each card below 4 in hand during upkeep.						
• Tempest Efreet	SC	R	•	Né Né Thomas	RRR1	7.00
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.						
Wall of Dust	SC	U	••	Richard Thomas	R2	3.50
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
Wall of Earth	SC	C	••••	Richard Thomas	R1	1.00
0/6.						
Wall of Heat	SC	C	•••	Richard Thomas	R2	1.00
2/6.						
Wall of Opposition	SC	R	•••	Harold McNeill	RR3	10.50
1: +1/+0 until end of turn. 0/6.						
Winds of Change	SOR	U	•••	Justin Hampton	R	5.00
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						

WHITE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Akron Legionnaire	SC	R	•	Mark Pool	WW6	12.50
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.						
Alabaster Potion	INS	C	••••	Harold McNeill	WWX	1.00
Give target player X life or prevent X damage to target creature or player.						
Amrou Kithkin	SC	C	••	Quinton Hoover	WW	.50
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.						
Angelic Voices	EN	R	•••	Julie Baroh	WW2	17.00
Give all your creatures +1/+1 if you control only white or artifact creatures.						
Cleanse	SOR	R	••••	Phil Foglio	WW2	15.50
Destroy all black creatures in play.						
Clergy of the Holy Nimbus	SC	C	••	Daniel Gelon	W	.50
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
D'Avenant Archer	SC	C	•••	Douglas Shuler	W2	2.00
T: Do 1 damage to attacking or blocking creature. 1/2.						
• Divine Intervention	EN	R	•••	Amy Weber	WW6	10.50
Put 2 counters on card. Remove 1 counter during you upkeep. When both are removed, game ends in a draw.						
Divine Offering	INS	C	••••	Jeff A. Menges	W1	2.00
Destroy target artifact, gaining life equaling casting cost of artifact.						
Divine Transformation	EC	R	••••	Né Né Thomas	WW2	8.00
Give target creature +3/+3.						
Elder Land Wurm	SC	R	•••	Quinton Hoover	WWW4	8.50
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
Enchanted Being	SC	C	•	Douglas Shuler	WW1	1.50
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
Equinox	EL	C	••	Susan Van Camp	W	2.50
Tap target land to counter a spell that destroys your land (play as an interrupt).						
Fortified Area	EN	U	••	Randy Asplund-Faith	WW1	1.00
Give all your walls +1/+0 and banding.						
Glyph of Life	INS	C	•	Susan Van Camp	W	.50
Add to your life points damage done to target wall by attacking creatures.						
Great Defender	INS	U	••	Mark Poole	W	4.00
Give target creature +0/+X until end of turn, where X is the creature's casting cost.						
Great Wall	EN	U	•	Sandra Everingham	W2	3.50
Creatures with plainswalk may be blocked.						
Greater Realm of Preservation	EN	U	••••	Né Né Thomas	W1	8.50
W1: Prevent all damage to you from a red or black source.						
Heaven's Gate	INS	U	••	Douglas Shuler	W	4.00
Change the color of one or more target creatures to white until end of turn.						
Holy Day	INS	C	•••	Justin Hampton	W	1.50
Creatures attack and block as normal but deal no damage.						
Indestructible Aura	INS	C	••	Mark Poole	W	1.00
Reduce to 0 all damage dealt to target creature until end of turn.						
Infinite Authority	EC	R	••	Douglas Shuler	WWW	11.00
After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.						
Ivory Guardians	SC	U	•••	Melissa Benson	WW4	5.00
Protection from red. Make all guardians +1/+1 if opponent controls red cards.						
Keepers of the Faith	SC	C	••	Daniel Gelon	WW1	1.00
2/3.						
Kismet	EN	U	••••	Kaja Foglio	W3	7.50
All opponent's creatures, lands, and artifacts enter play tapped.						
Land Tax	EN	U	••••	Brian Snoddy	W	6.00
If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.						





Play a black/white deck with only white creatures. When your opponent has a small army of critters out, cast Touch of Darkness to turn all of his creatures black until end of turn. Then cast Cleanse, and destroy all black creatures in play. Nice, no; effective, yes.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Lifeblood	EN	R	••••	Mark Tedin	WW2	11.50
Take 1 life whenever opponent taps a mountain.						
Moat	EN	R	••••	Jeff A. Menges	WW2	23.00
Non-flying creatures cannot attack.						
Osai Vultures	SC	C	•	Dan Frazier	W1	.50
Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.						
Petra Sphynx	SC	R	••	Sandra Everingham	WWW2	13.50
T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.						
Presence of the Master	EN	U	•••	Phil Foglio	W3	6.50
Counter all new enchantments cast whenever Presence of the Master is in play.						
Rapid Fire	INS	R	•	Justin Hampton	W3	9.00
Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.						
Remove Enchantments	INS	C	••	Brian Snoddy	W	1.50
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.						
Righteous Avengers	SC	U	•••	Heather Hudson	W4	4.50
Plainswalk. 3/1.						
Seeker	EC	U	•••	Mark Poole	WW2	1.00
Target creature may only be blocked by white or artifact creatures.						
Shield Wall	INS	U	•	Douglas Shuler	W1	4.00
Give all your creatures +0/+2 until end of turn.						
Spirit Link	EC	U	•••••	Kaja Foglio	W	10.00
Take 1 life for every point of damage target creature does.						

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Spiritual Sanctuary	EN	R	•••	Amy Weber	WW2	10.00
Any player controlling plains takes 1 life during his or her upkeep.						
Thunder Spirit	SC	R	••••	Randy Asplund-Faith	WW1	24.00
Flying, first strike. 2/2.						
Tundra Wolves	SC	C	••	Quinton Hoover	W	1.00
First strike. 1/1.						
Visions	SOR	U	••	Né Né Thomas	W	3.50
Look at the top 5 cards of any library, then reshuffle it if you so choose.						
Wall of Caltrops	SC	C	••	Brian Snoddy	W1	1.00
If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.						
Wall of Light	SC	U	•••	Richard Thomas	W2	4.00
Protection from black. 1/5.						

LANDS

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Adventurers' Guildhouse	LAN	U	•	Tom Wänerstrand		3.00
All your green legends may band with other legends.						
Cathedral of Serra	LAN	U	•	Mark Poole		3.00
All your white legends may band with other legends.						
• Hammerheim	LAN	U	••••	Bryon Wackwitz		5.00
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.						
• Karakas	LAN	U	••••	Nicola Leonard		4.50
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.						
Mountain Stronghold	LAN	U	•	Tom Wänerstrand		2.50
All your red legends may band with other legends.						
• Pendelhaven	LAN	U	••••	Bryon Wackwitz		5.00
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.						
Seafarer's Quay	LAN	U	•	Tom Wänerstrand		2.50
All your blue legends may band with other legends.						
• Tabernacle of Pendrell Vale	LAN	R	•••	Nicola Leonard		19.00
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.						
• Tolaria	LAN	U	•••	Nicola Leonard		4.00
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.						
Unholy Citadel	LAN	U	•	Mark Poole		2.50
All your black legends may band with other legends.						
• Urborg	LAN	U	•••	Bryon Wackwitz		4.00
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.						



Blood Lust, which makes a creature +4/-4 till the end of turn, is a great surprise way to beef up a weenie and score a big hit against your opponent. When cast on your opponent's large creatures, it makes it a snap to take 'em out. Does your enemy have a Shivan that's giving you a problem? No worries, mate. Blood Lust it, then pop it off with a Rod of Ruin or a Lightning Bolt.

THE DARK

Booster Pack	$7.00
Booster Box	$300.00
Full Set (119)	$200.00

ARTIFACTS

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Barl's Cage	ART	R	••••	Tom Wänerstrand	4	5.00
3: Target creature does not untap as usual in its controller's next untap phase.						
Bone Flute	ART	U	••	Christopher Rush	2	1.50
T: Give all creatures -1/-0 until end of turn.						
Book of Rass	ART	U	••	Sandra Everingham	6	2.50
2: Sacrifice 2 life to draw 1 card.						
Coal Golem	AC	U	•	Christopher Rush	5	2.50
3: Sacrifice Golem to add RRR to your mana pool. 3/3.						
Dark Sphere	ART	U	••••	Mark Tedin	0	4.00
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.						
Diabolic Machine	AC	U	••	Anson Maddocks	7	2.50
3: Regenerates. 4/4						
Fellwar Stone	ART	U	••••	Quinton Hoover	2	3.00
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).						
Fountain of Youth	ART	U	••••	Daniel Gelon	0	4.50
2, T: Gain 1 life.						
Living Armor	ART	U	•••	Anson Maddocks	4	3.50
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creatures casting cost.						
Necropolis	AC	U	••	Né Né Thomas	5	2.00
Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.						
Reflecting Mirror	ART	U	•••	Mark Poole	4	4.50
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Runesword	ART	U	••	Christopher Rush	6	3.50
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
Scarecrow	AC	U	•••	Anson Maddocks	5	4.00
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.						
Skull of Orm	ART	U	•••	Tom Wänerstrand	3	5.00
5, T: Bring an enchantment card from your graveyard into your hand.						
Standing Stones	ART	U	•	Sandra Everingham	3	2.50
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.						
Stone Calendar	ART	R	••	Amy Weber	5	6.00
Your spells cost 1 less to cast; casting cost cannot go below 0.						
Tormod's Crypt	ART	U	••••	Christopher Rush	0	4.00
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
Tower of Coireall	ART	U	••	Dan Frazier	2	2.00
T: Make target creature unblockable by walls until end of turn.						
Wand of Ith	ART	U	••••	Quinton Hoover	4	3.00
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.						
War Barge	ART	U	••••	Tom Wänerstrand	4	4.00
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.						

BLACK

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Ashes to Ashes	SOR	C	•••	Drew Tucker	BB1	.50
Remove two non-artifact creatures from the game and lose 5 life.						
Banshee	SC	U	••	Jesper Myrfors	BB2	3.00
X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.						
Bog Imp	SC	C	••	Ron Spencer	B1	.50
Flying. 1/1.						
Bog Rats	SC	C	•••	Ron Spencer	B	.50
Cannot be blocked by walls. 1/1.						
Curse Artifact	EA	U	•	Mark Tedin	BB2	2.50
Controller of target artifact must bury target during upkeep or lose 2 life.						
Eater of the Dead	SC	U	•••	Jesper Myrfors	B4	5.00
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.						
Fallen, The	SC	U	••	Jesper Myrfors	BBB1	3.50
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.						
Frankenstein's Monster	SC	R	••	Anson Maddocks	BBX	8.00
Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1 or +0/+2. 0/1.						
Grave Robbers	SC	R	•••	Quinton Hoover	BB1	6.50
B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.						
Inquisition	SOR	C	•	Anson Maddocks	B2	.50
Examine target player's hand. Do 1 damage to for each white card in hand.						
Marsh Gas	INS	C	•	Douglas Shuler	B	.50
Make all creatures -2/-0 until end of turn.						
Murk Dwellers	SC	C	•••	Drew Tucker	B3	.50
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.						
Nameless Race	SC	R	•••	Quinton Hoover	B3	5.50
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.						
Rag Man	SC	R	•••	Daniel Gelon	BB2	5.50
BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.						
Season of the Witch	EN	R	••	Jesper Myrfors	BBB	5.00
At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.						
Uncle Istvan	SC	U	•••	Daniel Gelon	BBB1	3.00
Creatures cannot damage Uncle Istvan. 1/3.						
Word of Binding	SOR	C	•••	Ron Spencer	BBX	.50
Tap X creatures.						
Worms of the Earth	EN	R	•	Anson Maddocks	BBB2	5.50
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						

BLUE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Amnesia	SOR	U	•••	Mark Poole	UUU3	4.00
Examine target player's hand. Target discards all non-land cards in hand.						
Apprentice Wizard	SC	R	•••	Dan Frazier	UU1	1.00
U, T: Add 3 to your mana pool (play as an interrupt). 0/1.						
Dance of Many	EN	R	•••	Sandra Everingham	UU	6.50
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Deep Water	EN	C	••	Jeff A. Menges	UU	.50
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						

Indicates Price Increase   Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Drowned	SC	C	•	Quinton Hoover	U1	.50
B: Regenerates. 1/1.						
Electric Eel	SC	U	•	Anson Maddocks	U	2.00
RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.						
Erosion	EL	C	••	Pete Venters	UUU	.50
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Flood	EN	U	•••	Denise Detwiler	U	1.00
UU: Tap target non-flying creature.						
Ghost Ship	SC	C	••••	Tom Wänerstrand	UU2	.50
Flying. UUU: Regenerates. 2/4.						
Giant Shark	SC	C	••	Tom Wänerstrand	U5	.50
When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.						
Leviathan	SC	R	•••	Mark Tedin	UUUU5	6.50
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.						
Mana Vortex	EN	R	••	Douglas Shuler	UU1	6.00
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.						
Merfolk Assassin	SC	U	•••	Denise Detwiler	UU	5.00
T: Destroy target creature that has islandwalk. 1/2.						
Mind Bomb	SOR	R	••	Mark Tedin	U	3.50
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.						
Psychic Allergy	EN	R	••••	Mark Tedin	UU3	5.50
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
Riptide	INS	C	••	Randy Asplund-Faith	U	.50
Tap all blue creatures.						
Sunken City	EN	C	•••	Jesper Myrfors	UU	.50
All Blue creatures gain +1/+1. Pay UU during upkeep or destroy Sunken City.						
Tangle Kelp	EC	U	••	Rob Alexander	U	2.00
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.						
Water Wurm	SC	C	••	Ron Spencer	U	.50
Water Wurm gains +0/+1 if opponent controls an island. 1/1.						

GREEN

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Carnivorous Plant	SC	C	•••	Quinton Hoover	G3	.50
4/5.						
Elves of Deep Shadow	SC	U	•••	Jesper Myrfors	G	3.00
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.						
Gaea's Touch	EN	C	•••	Mark Poole	GG	1.00
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).						
Hidden Path	EN	R	••••	Rob Alexander	GGGG2	5.50
All green creatures gain forestwalk.						
Land Leeches	SC	C	••	Quinton Hoover	GG1	.50
First strike. 2/2.						
Lurker	SC	R	••	Anson Maddocks	G2	5.00
Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.						
Marsh Viper	SC	C	•••	Ron Spencer	G3	.50
Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.						
Niall Silvain	SC	R	•••	Christopher Rush	GGG	5.00
GGGG, T: Regenerate target creature. 2/2.						
People of the Woods	SC	U	•••	Drew Tucker	GG	3.50
=number of forests controlled by controller of People of the Woods. 1/.						
Savaen Elves	SC	C	••	Ron Spencer	G	.50
GG, T: Destroy target enchant land. 1/1.						
Scarwood Bandits	SC	R	••••	Mark Poole	GG2	5.50
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.						
Scarwood Hag	SC	U	•••	Anson Maddocks	G1	3.00
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.						
Scavenger Folk	SC	C	•••	Denise Detwiler	G	.50
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
Spitting Slug	SC	U	••	Anson Maddocks	GG1	2.00
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.						
Tracker	SC	R	••••	Jeff A. Menges	GG1	6.50
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/4.						
Venom	EC	C	•••	Tom Wänerstrand	GG1	.50
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Whippoorwill	SC	U	••••	Douglas Shuler	G	3.00
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
Wormwood Treefolk	SC	R	•••	Jesper Myrfors	GG3	5.00
GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. 4/4.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price

MULTICOLORED

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Dark Heart of the Wood	EN	C	•••	Christopher Rush	BG	.50
Sacrifice a forest to gain 3 life.						
Marsh Goblins	SC	C	••	Quinton Hoover	BR	.50
Swampwalk. 1/1.						
Scarwood Goblins	SC	C	••	Ron Spencer	GR	.50
2/2.						

RED

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Ball Lightning	SC	R	••••	Quinton Hoover	RRR	9.50
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.						
Blood Moon	EN	R	••••	Tom Wänerstrand	R2	8.50
Turn all non-basic lands into basic mountains while Blood Moon is in play.						





The Northern Paladin is a great card that can tap and use white mana to destroy any black card in play. The trouble is, your opponent may not be using black. But that's okay. Play Deathlace, an interrupt that can permanently turn any card black. Now Mr. Northern Paladin can destroy any creature, land, enchantment or artifact in play! You can also use Deathlace as protection for the Paladin himself in case your adversary decides to off him with a Terror.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Brothers of Fire	SC	U	••	Mark Tedin	RR1	1.00
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.						
Cave People	SC	U	•••	Drew Tucker	RR1	2.50
Cave People get +1/-2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.						
Eternal Flame	SOR	R	•	Mark Poole	RR1	5.50
Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.						
Fire Drake	SC	U	••	Christopher Rush	RR1	2.50
Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.						
Fissure	INS	C	••••	Douglas Shuler	RR3	.50
Bury target land or creature.						
Goblin Caves	EL	C	•••	Drew Tucker	RR1	.50
If target land is a basic mountain, all Goblins gain +0/+2.						
Goblin Digging Team	SC	C	••	Ron Spencer	R	.50
T: Sacrifice Digging Team to destroy target wall. 1/1.						
Goblin Hero	SC	C	••	Mark Tedin	R2	.50
2/2.						
Goblin Rock Sled	SC	C	••	Denise Detwiler	R1	.50
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.						
Goblin Shrine	EL	C	•••	Ron Spencer	RR1	.50
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.						
Goblin Wizard	SC	U	•••	Daniel Gelon	RR2	6.50
T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.						
Goblins of the Flarg	SC	C	•••	Tom Wänerstrand	R	.50
Mountainwalk. Bury Goblins of the Flarg if its controller controls any Dwarves. 1/1.						
Inferno	INS	R	•••	Randy Asplund-Faith	RR5	4.50
Do 6 damage to all players and all creatures.						
Mana Clash	SOR	R	•	Mark Tedin	R	3.50
Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.						
Orc General	SC	U	•	Jesper Myrfors	R2	3.00
T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.						
Sisters of the Flame	SC	U	•••	Jesper Myrfors	RR1	1.00
T: Add R to your mana pool (play as an interrupt). 2/2.						

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
WHITE						
Angry Mob	SC	U	••••	Drew Tucker	WW2	3.50
Trample. During Angry Mob's controller's turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.						
Blood of the Martyr	INS	U	•	Christopher Rush	WWW	3.00
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Brainwash	EC	C	••	Pete Venters	W	.50
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Cleansing	SOR	R	•••	Pete Venters	WWW	5.50
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Dust to Dust	SOR	C	•••	Drew Tucker	WW1	.50
Remove any two target artifacts from the game.						
Exorcist	SC	R	•••	Drew Tucker	WW	7.00
W1, T: Destroy target black creature. 1/1.						





Gloom's a not-very-nice enchantment that makes all white spells an cost additional three to cast. But what if your opponent isn't playing white? No problem. Just Sleight of Mind Gloom to whatever color your opponent is playing, and you should cripple her for the rest of the game.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Fasting	EN	U	••	Douglas Shuler	W	2.00
Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.						
Festival	INS	C	••	Mark Poole	W	.50
Opponent may not declare an attack this turn. Play during opponent's upkeep.						
Fire and Brimstone	INS	U	••	Jeff A. Menges	WW3	2.50
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.						
Holy Light	INS	C	••	Drew Tucker	W2	.50
Give all non-white creatures -1/-1 until end of turn.						
Knights of Thorn	SC	R	••••	Christopher Rush	W3	6.50
Protection from red, banding. 2/2.						
Martyr's Cry	SOR	R	•••	Jeff A. Menges	WW	4.50
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.						
Miracle Worker	SC	C	•••	Ron Spencer	W	.50
T: Destroy target enchantment on one of your creatures. 1/1.						
Morale	INS	C	••	Mark Poole	WW1	.50
Give all attacking creatures +1/+1 until end of turn.						
Pikemen	SC	C	•••	Denise Detwiler	W1	.50
Banding, first strike. 1/1.						
Preacher	SC	R	•••	Quinton Hoover	WW1	11.00
T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.						
Squire	SC	C	•	Denise Detwiler	W1	.50
1/2.						
Tivadar's Crusade	SOR	U	•	Denise Detwiler	WW1	2.00
All Goblins are destroyed.						
Witch Hunter	SC	R	••••	Jesper Myrfors	WW2	8.00
T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.						
LANDS						
City of Shadows	LAN	R	••	Tom Wänerstrand		5.50
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.						
• Maze of Ith	LAN	U	•••••	Anson Maddocks		6.50
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.						
Safe Haven	LAN	R	••••	Christopher Rush		6.50
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.						
Sorrow's Path	LAN	R	•	Randy Asplund-Faith		3.50
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.						

FALLEN EMPIRES

Booster Pack	$1.50
Booster Box	$70.00
Full Set (187)	$60.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Aeolipile	ART	R	•••	Heather Hudson	1	2.00
1, T: Sacrifice Aeolipile to deal 2 damage to any target.						
Balm of Restoration	ART	R	••	Margaret Organ-Kean	2	2.00
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.						
Conch Horn	ART	R	•••	Phil Foglio	2	1.50
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.						
Delif's Cone	ART	U	••	Mark Tedin	0	.50
T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.						
Delif's Cube	ART	R	••••	Mark Tedin	0	1.50
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.						
Draconian Cylix	ART	R	••	Edward Beard Jr.	2	2.00
2, T: Randomly discard a card from your hand to regenerate target creature.						
Elven Lyre	ART	R	••	Kaja Foglio	2	1.50
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.						
Implements of Sacrifice	ART	R	••	Margaret Organ-Kean	2	2.00
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.						
Ring of Renewal	ART	R	•••••	Douglas Shuler	5	2.50
5, T: Randomly discard a card from you hand to draw two cards.						
Spirit Shield	ART	R	•••	Scott Kirschner	3	2.00
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						
Zelyon Sword	ART	R	•••	Scott Kirschner	3	2.50
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.						
BLACK						
Armor Thrull	SC	C	••••	Multiple	B2	.50
T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: Scott Kirschner, Jeff A. Menges, Ron Spencer, Pete Venters. 1/3.						
Basal Thrull	SC	C	•	Multiple	B	.50
T: Sacrifice Basal Thrull to add BB to you mana pool. Artists: Kaja Foglio, Phil Foglio, Richard Kane-Ferguson. 1/2.						
Breeding Pit	EN	U	••••	Anson Maddocks	B3	2.00
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.						
Derelor	SC	R	••	Anson Maddocks	B3	2.00
Your black spells cost an additional B. 4/4.						
Ebon Praetor	SC	R	•••	Randy Asplund-Faith	B4	3.50
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
Hymn to Tourach	SOR	C	••••	Multiple	BB	.50
Target player randomly discards two cards in hand. Artists: Liz Danforth, Quinton Hoover, Scott Kirschner, Susan Van Camp.						
Initiates of the Ebon Hand	SC	C	•••	Multiple	B	.50
1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: Liz Danforth, Kaja Foglio, Heather Hudson. 1/1.						
Mindstab Thrull	SC	C	••	Multiple	BB1	.50
If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: Heather Hudson, Richard Kane-Ferguson, Mark Tedin. 2/2.						
Necrite	SC	C	••	Multiple	BB1	.50
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: Christopher Rush, Ron Spencer, Drew Tucker. 2/2.						
Order of the Ebon Hand	SC	C	••••	Multiple	BB	.50
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: Melissa Benson, Christopher Rush, Ron Spencer. 2/1.						
Soul Exchange	SOR	U	••••	Anthony Waters	BB	1.50
Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.						
Thrull Champion	SC	R	••••	Daniel Gelon	B4	3.50
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.						
Thrull Retainer	EC	U	••••	Ron Spencer	B	1.00
Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.						
Thrull Wizard	SC	U	••	Anson Maddocks	B2	.50
B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.						
Tourach's Chant	EN	U	••	R. Kane-Ferguson	BB1	.50
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.						

Indicates Price Increase   Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Tourach's Gate — You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. 0: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.	EL	R	••	Sandra Everingham	BB1	3.00

BLUE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Deep Spawn — Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	•••	Mark Tedin	UUU5	1.00
High Tide — All islands produce an additional U until end of turn. Artists: Anson Maddocks, Drew Tucker, Amy Weber.	INS	C	••••	Multiple	U	.50
Homarid — Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: Quinton Hoover, Heather Hudson, Mark Tedin, Bryon Wackwitz. 2/2.	SC	C	•	Multiple	U2	.50
Homarid Shaman — U: Tap target green creature. 2/1.	SC	R	•••	Amy Weber	UU2	2.50
Homarid Spawning Bed — UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	••••	Douglas Shuler	UU	1.00
Homarid Warrior — U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: Randy Asplund-Faith, Daniel Gelon, Douglas Shuler. 3/3.	SC	C	•	Multiple	U4	.50
Merseine — Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: Heather Hudson, Margaret Organ-Kean, Drew Tucker, Pete Venters.	EC	C	•••	Multiple	UU2	.50
River Merfolk — U: Give River Merfolk mountainwalk until end of turn. 2/1.	SC	R	••••	Douglas Shuler	UU	2.50
Seasinger — T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.	SC	U	•••	Amy Weber	UU1	2.50
Svyelunite Priest — UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.	SC	U	•••	Ron Spencer	U1	.50
Tidal Flats — UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: Rob Alexander (two versions), Sandra Everingham.	EN	C	••	Multiple	U	.50
Tidal Influence — Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.	EN	U	••	Tom Wänerstrand	U2	.50
Vodalian Knights — First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. 2/2.	SC	R	••••	Susan Van Camp	UU1	4.00
Vodalian Mage — U, T: Counter a target spell unless caster pays an additional 1. Artists: Quinton Hoover, Mark Poole, Susan Van Camp. 1/1.	SC	C	•••	Multiple	U2	.50
Vodalian Soldiers — Artists: Melissa Benson, Richard Kane-Ferguson, Jeff A. Menges, Susan Van Camp. 1/2.	SC	C	•	Melissa Benson	U1	.50
Vodalian War Machine — Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	•••	Amy Weber	UU1	2.50

GREEN

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Elven Fortress — G1: Give target blocker +0/+1 until end of turn. Artists: Rob Alexander, Mark Poole, Pete Venters, Tom Wänerstrand.	EN	C	•••	Multiple	G	.50
Elvish Farmer — Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.	SC	R	•••	R. Kane-Ferguson	G1	3.50
Elvish Hunter — G1, T: Target creature does not untap normally during controller's untap phase. Artists: Anson Maddocks, Mark Poole, Susan Van Camp. 1/1.	SC	C	••••	Multiple	G1	.50
Elvish Scout — G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: Mark Poole, Christopher Rush, Pete Venters. 1/1.	SC	C	•••		G	.50
Feral Thallid — Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.	SC	U	••	Rob Alexander	GGG3	2.00
Fungal Bloom — GG: Put a spore counter on target Fungus.	EN	R	••••	Daniel Gelon	GG	4.00
Night Soil — 1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: Sandra Everingham, Heather Hudson, Drew Tucker.	EN	C	•••	Multiple	GG	.50
Spore Cloud — Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: Jesper Myrfors, Susan Van Camp, Amy Weber.	INS	C	••••	Multiple	GG1	.50
Spore Flower — Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.	SC	U	•••	Margaret Organ-Kean	GG	.50
Thallid — Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: Edward Beard Jr., Daniel Gelon, Jesper Myrfors, Ron Spencer. 1/1.	SC	C	•••	Multiple	G	.50
Thallid Devourer — Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.	SC	U	••	Ron Spencer	GG1	1.00
Thelon's Chant — Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.	EN	U	•••	Melissa Benson	GG1	1.50
Thelon's Curse — Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.	EN	R	•••	Pete Venters	GG	2.50
Thelonite Druid — G1, T: Sacrifice a creature to turn your forests into 2/3 creatures until end of turn. 1/1.	SC	U	••••	Margaret Organ-Kean	G2	1.00
Thelonite Monk — T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.	SC	R	••••	Bryon Wackwitz	GG2	3.50
Thorn Thallid — During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: Daniel Gelon, Heather Hudson, Jesper Myrfors, Mark Tedin. 2/2.	SC	C	•••	Multiple	GG1	.50

RED

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Brassclaw Orcs — Cannot be assigned to block creatures of power greater than 1. Artists: Rob Alexander (2), Dan Frazier, Heather Hudson. 3/2.	SC	C	•	Multiple	R2	.50
Dwarven Armorer — R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	••••	Bryon Wackwitz	R	3.00





Aside from just being one of the coolest-looking cards in *Magic*, Jovial Evil is one nasty spell. Heaven's Gate, an instant that turns as many creatures as you want white until the end of the turn, will insure that Jovial Evil doesn't sit in your hand.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Dwarven Catapult — Does X damage, divided evenly among all of your opponent's creatures (round down).	INS	U	•••	Jeff A. Menges	RX	1.00
Dwarven Lieutenant — R1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	•	Jeff A. Menges	RR	.50
Dwarven Soldier — If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.	SC	C	••	Douglas Shuler	R1	.50
Goblin Chirurgeon — Sacrifice a Goblin to regenerate a creature. Artists: Phil Foglio, Dan Frazier, Daniel Gelon. 0/2.	SC	C	•••	Multiple	R	.50
Goblin Flotilla — Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.	SC	R	•••	Tom Wänerstrand	R2	2.50
Goblin Grenade — Sacrifice a Goblin to deal 5 damage to a target. Artists: Dan Frazier, Christopher Rush, Ron Spencer.	SOR	C	•••	Multiple	R	.50

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Goblin Kites	EN	U	••	Anson Maddocks	R1	.50
R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
Goblin War Drums	EN	C	•••••	Multiple	R2	.50
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dan Frazier, Heather Hudson, Richard Kane-Ferguson, Jeff A. Menges.						
Goblin Warrens	EN	R	••••	Dan Frazier	R2	3.00
R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.						
Orcish Captain	SC	U	•	Mark Tedin	R	.50
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn . 1/1.						
Orcish Spy	SC	C	••••	Multiple	R	.50
T: Look at the top 3 cards in target player's library. Return them in order. Artists: Daniel Gelon, Susan Van Camp, Pete Venters. 1/1.						
Orcish Veteran	SC	C	••	Multiple	R2	.50
Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: Melissa Benson, Dan Frazier, Quinton Hoover, Douglas Shuler. 2/2.						





Why play Riptide, a blue card that taps all blue creatures, in a blue deck? Cause it's an instant, that's why. See, at the end of your opponent's turn, cast Sea King's Blessing, a blue instant that turns as many creatures as you want blue (i.e., all your opponent's critters), then cast Riptide. Then, on your turn, untap all your creatures and send 'em at your defenseless opponent!

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Orgg	SC	R	•••	Daniel Gelon	RR3	2.50
Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6.						
Raiding Party	EN	U	•••	Quinton Hoover	R2	.50
Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.						

WHITE

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Combat Medic	SC	C	••••	Multiple	W2	.50
W1: Prevent 1 damage to a player or creature. Artists: Edward Beard Jr., Liz Danforth, Anson Maddocks, Susan Van Camp. 0/2.						
Farrel's Mantle	EC	U	•••	Anthony Waters	W2	.50
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.						
Farrel's Zealot	SC	C	••	Multiple	WW1	.50
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: Edward Beard Jr., Melissa Benson, Richard Kane-Ferguson. 2/2.						
Farrelite Priest	SC	U	•••	Phil Foglio	W2	.50
1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.						
Hand of Justice	SC	R	•••••	Melissa Benson	W5	5.50
T: Tap 3 target white creatures you control to destroy any target creature. 2/6.						
Heroism	EN	U	••	Mark Poole	W2	.50
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.						
Icatian Infantry	SC	C	••	Multiple	W	.50
1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: Edward Beard Jr., Christopher Rush, Douglas Shuler, Drew Tucker. 1/1.						
Icatian Javelineers	SC	C	••	Multiple	W	.50
When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: Edward Beard Jr., Melissa Benson, Scott Kirschner. 1/1.						
Icatian Lieutenant	SC	R	•	Pete Venters	WW	2.00
W1: Give target Soldier +1/+0 until end of turn. 1/2.						
Icatian Moneychanger	SC	C	•••	Multiple	W	.50
Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: Edward Beard Jr., Melissa Benson, Drew Tucker. 0/2.						
Icatian Phalanx	SC	U	•••	Kaja Foglio	W4	1.00
Bands. 2/4.						
Icatian Priest	SC	U	•••	Drew Tucker	W	.50
WW1: Make target creature +1/+1 until end of turn. 1/1.						
Icatian Scout	SC	C	••••	Multiple	W	.50
1, T: Give target creature first strike until end of turn. Artists: Rob Alexander, Phil Foglio, Richard Kane-Ferguson, Douglas Shuler. 1/1.						
Icatian Skirmishers	SC	R	•••	Heather Hudson	W3	3.50
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.						
Icatian Town	SOR	R	•••••	Tom Wänerstrand	W5	4.00
Put 4 Citizen tokens, which are 1/1 white creatures, in play.						
Order of Leitbur	SC	C	••••	Multiple	WW	.50
Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: Randy Asplund-Faith, Bryon Wackwitz (two versions). 2/1.						

LANDS

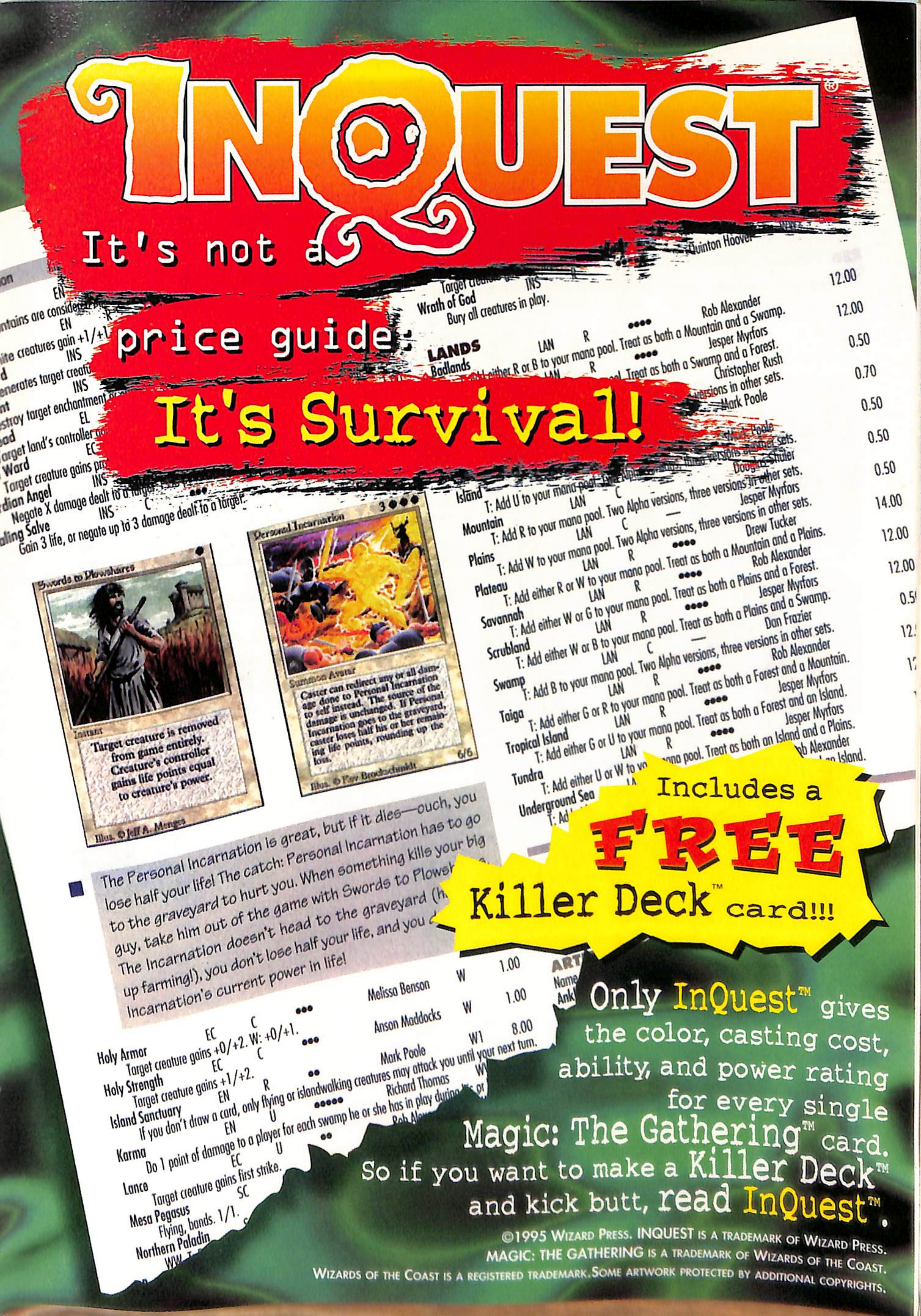
Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Bottomless Vault	LAN	R	•••	Pat Morrissey		3.50
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Dwarven Hold	LAN	R	•••	Pat Morrissey		3.00
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Dwarven Ruins	LAN	U	•	Mark Poole		1.00
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
Ebon Stronghold	LAN	U	•	Mark Poole		1.50
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
Havenwood Battleground	LAN	U	•	Mark Poole		1.50
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.						
Hollow Trees	LAN	R	•••	Pat Morrissey		3.00
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.						
Icatian Store	LAN	R	•••	Pat Morrissey		3.00
Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.						
Rainbow Vale	LAN	R	•••	Kaja Foglio		3.00
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.						
Ruins of Trokair	LAN	U	•	Mark Poole		1.50
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
Sand Silos	LAN	R	•••	Pat Morrissey		3.50
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
Svyelunite Temple	LAN	U	•	Mark Poole		1.00
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.						

MISCELLANEOUS

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Arena	LAN	R	••••	Rob Alexander		8.50
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
Giant Badger	SC	R	••••	Liz Danforth	GG1	6.00
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Nalathni Dragon	SC	R	•••	Michael Whelan	RR2	6.50
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.						
Sewers of Estark	INS	R	•••	Melissa Benson	BB2	5.00
If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.						
Windseeker Centaur	SC	R	•••	Anson Maddocks	RR1	6.00
Does not tap to attack. 2/2.						

•/•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Indicates Price Increase   Indicates Price Decrease



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LIMITED EDITION

Booster Pack	$2.00
Booster Box	$75.00
Starter Set	$8.95

Name	Rarity	Rating	Price
Illuminati			
Adepts of Hermes	C	•••••	2.00
Bavarian Illuminati	C	•••••	2.00
Bermuda Triangle	C	•••••	2.00
Discordian Society	C	•••••	2.00
Gnomes of Zurich	C	•••••	2.00
Network, The	C	•••••	2.00
Servants of Cthulhu	C	•••••	2.00
Shangri-La	C	•••••	2.00
UFOs	C	•••••	2.00





To celebrate the release of the *INWO* One With Everything Factory Set, we're illustrating this month's price guide with Factory Set cards like the one at bottom (shown with a Limited Edition card, top, for comparison). Because of the Factory Set and Unlimited Edition releases, Limited Edition card prices remained relatively flat.

Name	Rarity	Rating	Price
Groups			
Personalities			
Al Gore	C	••	.50
Bill Clinton	C	•	.50
Bjørnë	C	•••	.50
Count Dracula	R	••••	2.00
Dan Quayle	C	••	.50
Elvis	R	••	3.00
Fidel Castro	U	••	1.00
George Bush	C	••	.50
Gordo Remora	C	••	.50
Hillary Clinton	C	••	.50
Imelda Marcos	C	••	.50
Jimmy Hoffa	R	••••	2.00
Manuel Noriega	U	••	1.00
Margaret Thatcher	U	••	1.00
Media Sensation	C	•	.50
Nancy Reagan	R	••	2.00
Ollie North	U	••	1.00
Prince Charles	U	••	1.00
Princess Di	U	••	1.00
Ronald Reagan	C	••	.50
Ross Perot	R	•••	2.00
Saddam Hussein	U	••	1.00
Places			
Brazil	C	••	.50
California	C	•••	.50
Canada	R	••	2.00
Center For Disease Control	U	•••	1.00
China	R	•••	2.00
Dinosaur Park	U	••	1.00
England	C	•••	.50
Finland	R	••••	2.00
France	C	••	.50
Germany	R	••••	4.00
Hawaii	C	••	.50
Hollywood	U	••	1.00
Israel	R	••••	2.00
Italy	R	•••	4.00
Japan	C	•••	.50
Las Vegas	C	•••••	.50
Moonbase	C	••	.50
New York	U	••••	1.00
Orbit One	U	•••	1.00
Pentagon	C	••	.50
Russia	C	•••	.50
Silicon Valley	U	•••	1.00
Stonehenge	C	•••	.50
Switzerland	C	••	.50
Texas	R	••••	4.00
Vatican City	C	••	.50
Others			
A.M.A.	C	•••	.50
American Autoduel Association	C	••	.50
Anti-Nuclear Activists	C	••	.50
Antiwar Activists	R	••••	2.00
Bank of England	R	•••••	2.00
B.A.T.F.	U	••	1.50
Big Media	C	•••	.50
Black Activists	C	••	.50
Boy Sprouts	C	••	.50
Cable TV	C	•••	.50
Cattle Mutilators	R	••••	2.00
CFL-AIO	R	••••	2.00
Church of Elvis	U	•	1.00
C.I.A.	R	•••••	4.00
Clone Arrangers	C	•••	.50
Comic Books	U	••	1.00
Congressional Wives	U	•••	1.00
Conspiracy Theorists	C	••••	.50
Cycle Gangs	C	••	.50
Democrats	U	•••	1.00
Dentists	C	••	.50
Deprogrammers	U	••••	2.00
Druids	C	•••	.50
Eco-Guerrillas	C	••	.50
EFF	R	•••	2.00
Elders of Zion	R	•••••	2.00
Empty Vee	C	•••	1.50
Evil Geniuses for a Better Tomorrow	R	••••	2.00
Fast Food Chains	C	••	.50
F.B.I.	C	••••	.50
Federal Reserve	U	••	1.00
Feminists	U	••	1.00
Fiendish Fluoridators	C	•••	.50
Flat Earthers	C	••	.50
Fnord Motor Company	C	•••	.50
Fraternal Orders	C	•••	.50
Fred Birch Society	R	•••	2.00
Gay Activists	U	••	1.00
Girlie Magazines	C	•••	.50

Name	Rarity	Rating	Price
Goldfish Fanciers	R	•••	2.00
Gun Lobby	C	••	.50
Hackers	U	••••	1.00
Intellectuals	C	••	.50
International Cocaine Smugglers	C	••	.50
International Communist Conspiracy	R	••	2.00
International Weather Organization	U	•••	1.00
I.R.S.	U	••	1.00
Joggers	C	••	.50
Junk Mail	U	•••	1.00
KKK	C	••	.50
Lawyers	C	•••	.50
L-4 Society	U	•••	1.00
Libertarians	R	•••	3.00
Liquor Companies	R	••••	2.00
Loan Sharks	C	••	.50
Local Police Departments	U	•••	1.00
Madison Avenue	C	••	.50
Mafia, The	R	•••	4.00
Men in Black, The	R	•••	4.00
MI-5	U	•	1.00
Moonies	C	•	.50
Moral Minority	C	••	.50
Mossad	R	•••	2.00
Multinational Oil Corporations	U	••	1.00
NASA	U	••	1.00
NATO	R	••••	2.00
Nephews of God	C	••	.50
Ninjas	C	•••	.50
N.S.A.	R	••	4.00
Nuclear Power Companies	C	••••	.50
Offshore Banks	U	••••	1.00
OPEC	C	••	.50
Paranoids	C	•••	.50
Phone Company	U	••	1.00
Phone Phreaks	C	•••	.50
Pollsters	R	••••	4.00
Post Office	C	••	.50
Professional Sports	U	•••	1.00
Psychiatrists	U	••••	1.50
Punk Rockers	C	••	.50
Recording Industry	C	••	.50
Red Cross	R	•••	2.00
Reformed Church of Satan	U	••••	1.00
Religious Reich	C	••	.50
Republicans	U	•••	1.00
Rifkinites	R	•••	2.00
Robot Sea Monsters	U	••	1.00
Rosicrucians	C	•••	.50
Saturday Morning Cartoons	U	•••	1.00
Savings and Loans	R	•••	2.00
Science Fiction Fans	C	•••	.50
Secret Service	R	••••	2.00
Secular Humanists	U	•••	1.00
Semiconscious Liberation Army	C	••	.50
S.M.O.F.	R	•••	3.00
Society for Creative Anarchism	C	••••	.50
South American Nazis	R	••	3.00
Subliminals	R	•••	4.00
Supreme Court	R	•••	2.00
Survivalists	C	••	.50
Tabloids	U	••	1.00
Telephone Psychics	C	••	.50
Templars	C	•	.50
Tobacco Companies	C	••	.50
Trekkies	C	•	.50
Trilateral Commission	R	••	3.00
TV Preachers	C	••	.50
Underground Newspapers	R	•••	4.00
United Nations	C	••	.50
Urban Gangs	C	•••	.50
Vampires	C	•••	.50
Video Games	C	••	.50
Voudonistas	U	•••	1.00
Wall Street	C	••	.50
Wargamers	C	••	.50
W.I.T.C.H.	C	•••	.50

Plots

New World Orders

Name	Rarity	Rating	Price
Bigger Business	U	•••	1.00
Chicken in Every Pot, A	C	••	.50
Don't Forget to Smash the State	C	••	.50
Energy Crisis	R	•••	2.00
Fear and Loathing	U	••••	1.00
Gun Control	U	••••	1.00
Law and Order	U	•••	1.00
Military-Industrial Complex	C	•••	.50
Peace in Our Time	C	•••	.50
Political Correctness	U	••	1.00
Solidarity	C	•••	.50
Tax Reform	R	•••	2.00
Thousand Points of Light, A	U	•••	1.00
World Hunger	C	••	.50
World War 3	R	•••	2.00





The Network is one of the best Illuminati to play because it moves you toward your goals—and good plot cards—so quickly. And whenever the Network controls either Silicon Valley or Finland, it gets a huge advantage—you'll be able to kick butt when it comes to acquiring computer groups.

Goals

Name	Rarity	Rating	Price
Corporate Masters, The	C	••••	.50
Criminal Overlords	U	••••	2.00
Fratricide	C	••	.50
Hail Eris!	C	••••	.50
Hand of Madness, The	U	•••	2.00
Kill for Peace!	R	••••	2.00
Let Them Eat Cake!	U	•••	1.00
Power for Its Own Sake	R	••••	2.00
Power to the People	U	•••	1.00
Up Against the Wall	R	•••	2.00

Others

Name	Rarity	Rating	Price
Agent in Place	C	••	.50
Air Magic	U	••	2.00
Albino Alligators	C	••••	.50
Alternate Goals	C	•••	.50
An Offer You Can't Refuse	R	•••••	2.00
And STAY Dead!	C	••	.50
Angst	R	••••	2.00
Annual Convention	R	•••	2.00
Are We Having Fun Yet?	C	••	.50
Assertiveness Training	C	••	.50
Atomic Monster	C	•••	.50
Auditor from Hell, The	C	•••	.50
Backlash	C	••	.50
Bank Merger	U	•••	2.00
Benefit Concert	C	••••	.50
Big Score, The	C	••••	.50
Big Sellout, The	R	••••	2.00
Bimbo at Eleven	C	•••	.50
Blitzkrieg	R	••••	4.00

Name	Rarity	Rating	Price
Blood, Toil, Tears and Sweat	C	••	.50
Bodyguard	R	••••	2.00
Botched Contact	U	••••	1.00
Bribery	U	••	1.00
Car Bomb	C	•••	.50
Celebrity Spokesman	U	••	1.00
Censorship	U	•••	1.00
Charismatic Leader	C	•••	.50
Citizenship Award	C	•••	.50
Clone	U	••••	1.50
Cold Fusion	C	••••	.50
Combined Disasters	U	••••	2.00
Commitment	U	••	1.00
Computer Security	R	•••	2.00
Computer Virus	U	••	1.00



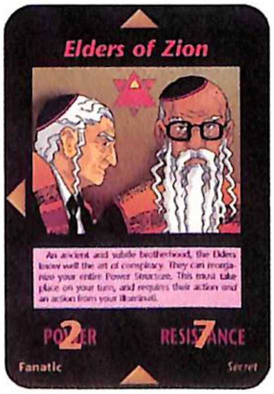


All of the *INWO* Factory Set cards have black borders and italic type. Group card names and text boxes are red, plot names and boxes are blue, and resources purple. (Psst: hey, isn't that guy in the picture the same one we've seen hanging out at the Wizards of the Coast offices?)

Name	Rarity	Rating	Price
Corruption	R	•••	2.00
Counter-Revolution	R	•••	2.00
Counterspell	U	•••	1.00
Cover of Darkness	R	••••	2.00
Cover-Up	R	•••	2.00
Crop Circles	C	••	.50
Currency Speculation	C	••	.50
Deasil Engine	R	•••	2.00
Deep Agent	C	••	.50
Dictatorship	C	•	.50
Dollars for Decency	U	••••	1.00
Double-Cross	C	•••	.50
Early Warning	C	•••	.50
Earth Magic	C	••	.50
Earthquake	C	•••	.50
Eat the Rich	R	•••	2.00
18 1/2 Minute Gap	R	•••••	2.00
Embezzlement	R	••••	3.00
Emergency Powers	C	•••	.50
Epidemic	C	••••	.50
Exposed!	C	••	.50
Faction Fight	R	•••	2.00
First Thing We Do, Let's Kill All The Lawyers	R	•	2.00
Flower Power	U	••••	1.00
Fnord!	C	••	.50
Foiled!	U	••	1.00
Forgery	U	••••	1.00
Freaking the Mundanes	U	••••	1.00
Full Moon	U	••••	.50
Fundie Money	C	••	.50
Gang War	U	••••	1.00
George the Janitor	C	••	.50
Giant Kudzu	U	••••	1.00
Good Polls	C	•••	.50
Grassroots Support	C	•••	.50
Gremlins	R	•••	2.00
Harmonica Virgins	C	••••	.50

Name	Rarity	Rating	Price
Hat Trick	C	•••	.50
Head in a Jar	U	••••	1.00
Hex	R	••••	2.00
Hidden Influence	R	••••	2.00
Hit and Run	C	•••	.50
Hoax	U	••	1.00
Hurricane	C	•••	.50
I Lied	U	••••	1.00
Impostor	C	••	.50
Infobahn	C	••••	.50
Interference	C	•••	.50
Internet Worm, The	U	•••	.50
Jake Day	C	••	.50
Jihad	C	••••	.50
Just Say No	C	••••	.50
Ketchup is a Vegetable	C	•••	.50
Kinder and Gentler	C	••	.50
Let's Get Organized	C	••	.50
Let's Get REALLY Organized	U	•••	1.00
Let's You and Him Fight	R	•••	2.00
Liberal Agenda	C	••	.50
Logic Bomb	R	••••	2.00
March on Washington	C	••	.50
Market Manipulation	U	••	1.00
Martial Law	C	••••	.50
Martyrs	C	••••	.50
Mass Murder	R	••••	2.00
Media Blitz	C	••	.50
Media Connections	R	•••	2.00
Messiah	R	••••	2.00
Meteor Strike	U	•••	1.00
Miracle Diet Plan	C	••	.50
Mistaken Identity	R	••••	2.00
Mob Influence	C	•••	.50
Monopoly	C	•••	.50
Mothers' March	C	••	.50
Murphy's Law	U	•••	1.00
Mutual Betrayal	C	••	.50
Nationalization	C	••	.50
Never Surrender	C	•••	.50
New Blood	C	•••	.50
New Federal Budget	U	••••	1.00

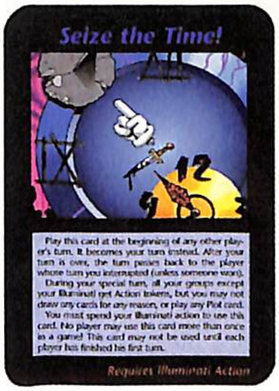




Yup, they're rare, but they're also two of the most important cards you can put into virtually any deck. Elders allows you to reorganize your power structure at any time, filling in gaps or freeing up space. The Bank allows you to use its token to draw two plot cards at any time, which can be a game-breaker, especially if someone is close to winning and you draw a disaster that can stop her cold.

Name	Rarity	Rating	Price
Nice Idea, It's Mine Now!	R	••••	2.00
Nobel Peace Prize	C	•••	.50
Nuclear Accident	C	•••	.50
Opportunity Knocks	R	••••	3.00
Oregon Crud, The	R	•••	2.00
Payoff	C	••••	.50
Plague of Demons	R	••••	3.00
Pledge Drive	U	••••	1.00
Poison	C	•••	.50

Name	Rarity	Rating	Price
Power Corrupts	C	••	.50
Power Grab	C	•••	.50
Privatization	C	••	.50
Privileged Attack	C	••	.50
Pulitzer Prize	C	••••	.50
Purge	C	••	.50
Rain of Frogs	U	•••	1.00
Reach Out…	R	•••••	2.00
Read My Lips	C	•••	.50
Red Scare	U	••••	1.00
Reload!	U	••••	1.00



This card is a kinda like the *Magic* card Time Walk, and because of its power, it's restricted to one use per person per game. It's a great way to restock action tokens during someone else's turn ("Shields up!"), or to get two turns close together and steal the game from your adversaries.

Name	Rarity	Rating	Price
Reorganization	C	••••	.50
Resistance is Useless!	R	•••••	3.00
Revolution!	U	••	1.00
Rewriting History	R	•••	2.00
Sabotage	R	••••	2.00
Save the Whales	C	••••	.50
Savings & Loan Scam	U	••	1.00
Scandal	R	••••	3.00
Second Bullet, The	C	••••	.50
Secrets Man Was Not Meant To Know	U	••	1.00
Seize the Time!	U	•••••	2.00
Self-Esteem	C	•••	.50
Senate Investigating Committee	R	••••	3.00
Slush Fund	C	••••	.50
Sniper	U	•••	1.00
Spasm of Violence	R	••••	2.00
Stars are Right, The	R	••••	2.00
Stealing the Plans	C	•••	.50
Stock Split	C	••••	.50
Straighten Up	C	••	.50
Sucked Dry and Cast Aside!	U	••••	1.00
Sweeping Reforms	U	•••	1.00
Sweepstakes Prize	C	••••	.50
Swiss Bank Account	C	••••	.50
Talisman of Ahrimanes	C	••••	.50
Tax Breaks	U	••••	1.00
Terrorist Nuke	C	••••	.50
Tidal Wave	C	•••	.50
Time Warp	R	•••••	3.00
Tornado	C	•••	.50
Unlucky 13	R	••••	3.00
Unmasked!	R	•••••	4.00
Upheaval!	C	•	.50
Volcano	U	•••	1.00
Volunteer Aid	C	•••	.50
Voodoo Economics	C	••	.50
Vultures	C	•••	.50
Weak Link, The	R	••••	2.00
Weird Turn Pro, The	C	•••	.50
Whispering Campaign	C	•••	.50
Withering Curse	R	••••	2.00
World Cup Victory	R	•••	2.00

Resources

Name	Rarity	Rating	Price
Angel's Feather	C	•••	.50
Ark of the Covenant	R	••••	2.00
Bigfoot	C	••	.50
Book of Kells	U	•••	1.00
Bronze Head, The	C	•••••	.50
Center for Weird Studies	C	••	.50
Clipper Chip	C	•••	.50
Crystal Skull	R	••••	2.00
Cyborg Soldiers	R	•••	4.00
Death Mask	U	••••	1.00
Earthquake Projector	C	••	.50
Eliza	U	••••	1.00
Flying Saucer	C	•••	.50
Frog God, The	C	••	.50
Hallucinations	C	••	.50
Hammer of Thor	C	••	.50
Hidden City	U	••••	1.00
Hitler's Brain	R	•••	4.00
Holy Grail, The	R	••••	2.00
Immortality Serum	R	••••	2.00
Library at Alexandria, The	U	•••	1.00
Loch Ness Monster	C	••	.50
Mercenaries	C	•••	.50
Midas Mill	C	••••	.50
Necronomicon	U	•••	1.00
Orbital Mind Control Lasers	C	•	.50
Perpetual Motion Machine	R	•••••	4.00
Principia Discordia	C	•••	.50
Rogue Boomer	C	••	.50
Shroud of Turin	R	••••	4.00
Soulburner	R	••••	4.00
Spear of Longinus	C	••	.50
Suicide Squad	U	•	1.00
Warehouse 23	U	••	1.00
Weather Satellite	U	••	1.00
Xanadu	C	••	.50





Do you have a lot of personalities you want to protect? *Voilá*—try empowering your paparazzi by linking them to another group with Celebrity Spokesman. When you add Professional Sports to the mix, your pal will have enough power to cow Marv Albert or John Madden. If that's still not enough to satisfy you, use Messiah on your home-grown superstar. For style and a good laugh, play this combo on Bjørnë.

MISCELLANEOUS

Groups

Name	Rarity	Rating	Price
Place			
Great Pyramid, The	R	••••	2.00
Others			
Pyramid Marketing Schemes	R	•••	1.75
Trading Card Game	R	•••••	2.00

BOXES

Name	Rarity
Bidding Game, The	U
Cheat Sheet	C
Deck Design	U
Handicaps	U
Illuminated Goals	U
Play Sequence	C
To the Death	U
World Conquest 101	U

Star Trek: The Next Generation

Full Limited Set (363)		$800.00
Full Unlimited Set (363)		265.00

Prices are for Limited cards, which have black borders. Unlimited cards, which have white borders, are worth 0.35 times equivalent Limited cards.

FEDERATION

Name	Type	Rarity	Price
Albert Einstein	PE	R	5.00
Alexander Rozhenko	PE	U	1.50
Alyanna Nechayev	PE	R	5.00
Alyssa Ogawa	PE	U	1.50
Benjamin Maxwell	PE	U	1.00
Beverly Crusher	PE	R	20.00
Calloway	PE	C	.50
Christopher Hobson	PE	C	.50
Darian Wallace	PE	C	1.00
Data	PE	R	40.00
Deanna Troi	PE	R	25.00
Dr. La Forge	PE	R	5.00
Dr. Leah Brahms	PE	R	6.00
Dr. Selar	PE	U	2.00
Eric Pressman	PE	U	1.00





Name	Type	Rarity	Price
Exocomp	PE	U	1.50
Federation Outpost	OUT	C	1.50
Federation PADD	EQ	C	.50
Fleet Admiral Shanthi	PE	U	2.00
Geordi La Forge	PE	R	20.00
Giusti	PE	C	1.00
Hannah Bates	PE	U	1.50
Jean-Luc Picard	PE	R	50.00
Jenna D'Sora	PE	U	2.00
Kareel Odan	PE	U	1.00
K'Ehleyr	PE	R	8.00
Leah Brahms	PE	R	6.00
Linda Larson	PE	C	.50
Lwaxanna Troi	PE	R	9.50
McKnight	PE	C	2.00
Mendon	PE	C	1.00
Morgan Bateson	PE	R	6.00
Mot the Barber	PE	U	1.50
Neela Daren	PE	R	10.00
Nikolai Rozhenko	PE	U	2.00
Norah Satie	PE	U	2.00
Reginald Barclay	PE	R	9.00
Richard Galen	PE	R	6.50
Riva	PE	U	2.00
Ro Laren	PE	R	10.00
Runabout	SH	C	1.00
Sarek	PE	R	12.50
Satelk	PE	R	7.50
Shelby	PE	R	8.00
Simon Tarses	PE	C	.50
Sir Isaac Newton	PE	R	9.00
Sirna Kolrami	PE	U	2.00
Sito Jaxa	PE	C	.50
Soren	PE	U	2.00
Starfleet Type II Phaser	EQ	C	.50
Taitt	PE	C	.50
Tam Elbrun	PE	R	7.00
Tasha Yar	PE	R	12.00
Taurik	PE	C	.50
Thomas Riker	PE	R	16.00
Toby Russell	PE	U	1.00
T'Pan	PE	U	2.00
Type IV Shuttlecraft	SH	C	.50
U.S.S. Brittain	SH	R	10.00
U.S.S. Enterprise	SH	R	45.00
U.S.S. Excelsior	SH	C	2.00
U.S.S. Galaxy	SH	C	2.00
U.S.S. Hood	SH	R	10.00
U.S.S. Miranda	SH	C	.50
U.S.S. Nebula	SH	C	.50
U.S.S. Oberth	SH	C	.50
U.S.S. Phoenix	SH	R	10.00
U.S.S. Sutherland	SH	U	3.00
U.S.S. Yamato	SH	R	12.00
Vash	PE	R	8.50
Wesley Crusher	PE	R	20.00
William T. Riker	PE	R	25.00
Worf	PE	R	25.00

KLINGON

Name	Type	Rarity	Price
Ba'el	PE	U	2.50
Batrell	PE	C	.50
B'Etor	PE	R	15.00
B'iJik	PE	C	1.00
Divok	PE	C	2.00
Dukath	PE	C	2.00
Duras	PE	R	10.00
Fek'lhr	PE	U	2.00
Gorath	PE	C	.50
Gowron	PE	R	17.00
I.K.C. Bortas	SH	R	8.50
I.K.C. Buruk	SH	R	8.00
I.K.C. Hegh'ta	SH	R	7.50
I.K.C. K'Vort	SH	C	2.00
I.K.C. Pagh	SH	R	8.00
I.K.C. Qu'Vat	SH	R	10.00
I.K.C. Vor'Cha	SH	C	1.00
I.K.C. Vorn	SH	U	1.00
J'Ddan	PE	C	.50
Kahless	PE	R	7.50
Kargan	PE	R	6.50
Kell	PE	U	2.00
Klag	PE	C	1.00
Kle'eg	PE	C	1.00
Klingon Disruptor	EQ	C	.50
Klingon Outpost	OUT	C	.50
Klingon PADD	EQ	C	.50
K'mpec	PE	U	1.00
Konmel	PE	U	1.00
Koral	PE	U	1.00
Koroth	PE	U	2.00
Korris	PE	U	2.00
Kromm	PE	C	1.00
K'Tal	PE	U	1.00
K'Tesh	PE	C	.50
Kurak	PE	R	6.00
Kurn	PE	R	8.50
K'Vada	PE	U	1.50
L'Kor	PE	U	1.50





Name	Type	Rarity	Price
Lursa	PE	R	13.50
Morag	PE	U	1.00
Nu'Daq	PE	U	2.00
Toq	PE	U	1.50
Torak	PE	U	2.00
Toral	PE	U	1.50
Torin	PE	C	1.00
Vagh	PE	U	2.00
Vekma	PE	C	.50





ROMULAN

Name	Type	Rarity	Price
Alidar Jarok	PE	R	6.50
Bochra	PE	U	2.50
D'deridex	SH	C	.50
Devoras	SH	R	10.00
Galathon	PE	C	.50
Haakona	SH	R	9.50
Jaron	PE	C	.50
Jera	PE	C	.50
Khazara	SH	R	11.00
Mendak	PE	R	6.50
Mirok	PE	U	2.00
Movar	PE	U	2.00
Neral	PE	U	1.00
N'Vek	PE	U	1.50
Palteth	PE	C	.50
Pardek	PE	U	2.50
Parem	PE	U	2.00
Pi	SH	R	6.50
Romulan Disruptor	EQ	C	.50
Romulan Outpost	OUT	C	.50
Romulan PADD	EQ	C	.50
Science Vessel	SH	C	1.00
Scout Vessel	SH	C	.50
Sela	PE	R	15.00
Selok	PE	C	.50
Taibak	PE	U	1.50
Takket	PE	C	.50
Tallus	PE	C	.50
Tarus	PE	C	.50
Taul	PE	C	.50
Tebok	PE	U	1.50
Thei	PE	C	1.00
Tokath	PE	U	2.00
Tomalak	PE	R	8.50
Tomek	PE	C	.50
Toreth	PE	R	7.00
Varel	PE	C	.50

NON-ALIGNED

Name	Type	Rarity	Price
Amarie	PE	U	1.50
Baran	PE	U	1.00
Bok	PE	U	1.50
Combat Vessel	SH	C	.50
Devinoni Ral	PE	U	2.00
Dr. Farek	PE	C	.50
Dr. Reyga	PE	U	1.00
Engineering Kit	EQ	C	2.00
Engineering PADD	EQ	C	.50
Etana Jol	PE	U	2.00
Evek	PE	U	.50
Gorta	PE	C	1.00

LEGEND					
DI	Dilemma	EV	Event	MI	Mission
AR	Artifact	EQ	Equipment	INT	Interrupt

OUT	Outpost	PE	Personnel	SH	Ship

Name	Type	Rarity	Price
Husnock Ship	SH	U	2.50
Ishara Yar	PE	U	2.50
Jo'Bril	PE	U	1.50
Medical Kit	EQ	C	.50
Medical Tricorder	EQ	C	1.50
Mercenary Ship	SH	C	2.50
Narik	PE	C	2.50
Ocett	PE	U	2.50
Roga Danar	PE	R	13.00
Tricorder	EQ	C	.50
Vekor	PE	C	.50
Yridian Shuttle	SH	C	.50
Zibalian Transport	SH	C	1.00

EVENTS AND INTERRUPTS

Name	Type	Rarity	Price
Alien Groupie	INT	R	4.00
Alien Probe	EV	U	2.00
Amanda Rogers	INT	U	2.00
Anti-Time Anomaly	EV	R	7.00
Asteroid Sanctuary	INT	C	1.00
Atmospheric Ionization	EV	C	.50
Auto-Destruct Sequence	INT	U	2.00
Bynars Weapon Enhancement	EV	R	8.50
Crosis	INT	R	12.00
Devil, The	INT	R	8.00
Disruptor Overload	INT	C	.50
Distortion Field	EV	U	2.00
Distortion of. . .Continuum	INT	U	2.50
Emergency Transporter Armbands	INT	C	.50
Energy Vortex	INT	U	1.00
Escape Pod	INT	C	.50
Espionage: Federation/Klingon	EV	C	.50
Espionage: Klingon/Federation	EV	C	.50
Espionage: Romulan/Federation	EV	C	.50
Espionage: Romulan on Klingon	EV	C	.50
Full Planet Scan	INT	U	2.50
Gaps in Normal Space	EV	U	1.50
Genetronic Replicator	EV	U	2.50
Goddess of Empathy	EV	R	6.00
Holo-Projectors	EV	U	1.50
Honor Challenge	INT	R	4.50





Name	Type	Rarity	Price
Hugh	INT	R	15.00
Incoming Message–Federation	INT	U	3.50
Incoming Message–Klingon	INT	U	2.50
Incoming Message–Romulan	INT	U	2.50
Jaglon Shrek–Information Broker	INT	R	6.00
Juggler, The	INT	U	1.00
Kevin Uxbridge	INT	U	2.00
Kivas Fajo–Collector	EV	U	2.50
Klingon Death Yell	INT	R	7.50
Klingon Right of Vengeance	INT	C	1.00
Life-Form Scan	INT	U	2.00
Long-Range Scan	INT	C	1.00
Lore Returns	EV	R	9.50
Lore's Fingernail	EV	R	8.00
Loss of Orbital Stability	INT	C	.50
Masaka Transformations	EV	U	.50
Metaphasic Shields	EV	U	1.00
Near-Warp Transport	INT	U	1.50
Neural Servo Device	EV	U	2.00
Nutational Shields	EV	U	1.50
Palor Toff–Alien Trader	INT	C	1.00
Particle Fountain	INT	C	1.00
Pattern Enhancers	EV	C	.50
Plasma Fire	EV	C	.50
Q-NET	EV	C	.50
Q2	INT	U	4.00
Raise the Stakes	EV	U	1.50
Red Alert!	EV	C	.50
RES-Q	EV	C	1.00
Rogue Borg Mercenaries	INT	C	.50
Scan	INT	C	.50
Ship Seizure	INT	C	.50
Spacedock	EV	C	1.00
Static Warp Bubble	EV	C	1.00
Subspace Interference	INT	C	.50
Subspace Schism	INT	U	1.00
Subspace Warp Rift	EV	C	.50
Supernova	EV	R	7.50
Tachyon Detection Grid	INT	C	.50
Telepathic Alien Kidnappers	EV	U	2.50
Temporal Rift	INT	U	2.00
Tetryon Field	EV	C	.50
Transwarp Conduit	INT	U	1.50
Traveler, The: Transcendence	EV	U	2.50
Treaty: Federation/Klingon	EV	C	1.00
Treaty: Federation/Romulan	EV	C	1.00
Treaty: Romulan/Klingon	EV	C	1.00
Vulcan Mindmeld	INT	U	1.50
Warp Core Breach	EV	R	4.00
Where No One Has Gone Before	EV	C	1.00
Wormhole	INT	C	1.00

ARTIFACTS, DILEMMAS, AND MISSIONS

Name	Type	Rarity	Price
Alien Abduction	DI	U	1.00
Alien Parasites	DI	U	2.00
Anaphasic Organism	DI	C	1.00
Ancient Computer	DI	R	10.00
Archer	DI	C	.50
Armus–Skin of Evil	DI	R	9.00
Avert Disaster	MI	R	5.00
Barclay's Protoplasmic Disease	DI	R	7.00
Betazoid Gift Box	AR	R	12.00
Birth of "Junior"	DI	U	.50
Borg Ship	DI	R	13.00
Chalnoth	DI	U	1.00
Cloaked Mission	MI	U	2.00
Cosmic String Fragment	DI	U	1.50
Covert Installation	MI	C	1.00
Covert Rescue	MI	U	1.00
Crystalline Entity	DI	R	7.00
Cultural Observation	MI	R	4.00
Cytherians	DI	R	5.00
Diplomacy Mission	MI	U	1.00
El-Adrel Creature	DI	U	2.00
Evacuation	MI	U	2.00
Evaluate Terraforming	MI	R	4.50
Excavation	MI	C	.50
Explore Black Cluster	MI	R	3.00
Explore Dyson Sphere	MI	R	4.00
Explore Typhone Expanse	MI	R	3.50
Expose Covert Supply	MI	U	2.00
Extraction	MI	R	6.00
Female's Love Interest	DI	C	1.00
Fever Emergency	MI	C	.50
Firestorm	DI	U	1.00
First Contact	MI	U	2.00
Gravitic Mine	DI	U	2.00
Hologram Ruse	DI	U	2.00
Horga'hn	AR	R	15.00
Hunt for DNA Program	MI	R	4.00
Hyper-Aging	DI	U	2.00
Iconia Investigation	MI	R	4.00
Iconian Computer Weapon	DI	C	1.00
Impassable Door	DI	C	1.00
Interphase Generator	AR	R	10.00
Investigate Alien Probe	MI	R	5.50
Investigate Anomaly	MI	C	.50
Investigate Disappearance	MI	R	5.00
Investigate Disturbance	MI	R	4.50
Investigate Massacre	MI	R	5.00
Investigate Raid	MI	R	4.00
Investigate Rogue Comet	MI	R	3.50
Investigate "Shattered Space"	MI	R	4.50
Investigate Sighting	MI	R	3.00
Investigate Time Continuum	MI	R	4.00
Khitomer Research	MI	R	4.00
Krios Suppression	MI	U	1.00
Ktarian Game	DI	R	4.50





Name	Type	Rarity	Price
Kurlan Naiskos	AR	R	10.00
Male's Love Interest	DI	C	.50
Matriarchal Society	DI	U	1.00
Medical Relief	MI	R	4.00
Menthar Booby Trap	DI	C	1.00
Microbiotic Colony	DI	C	.50
Microvirus	DI	C	1.00
Nagilum	DI	R	7.50
Nanites	DI	R	1.00
Nausicaans	DI	U	1.00
New Contact	MI	R	4.00
Nitrium Metal Parasites	DI	U	2.50
Null Space	DI	U	2.00
Pegasus Search	MI	R	4.00
Phased Matter	DI	C	1.00
Plunder Site	MI	U	2.00
Portal Guard	DI	U	1.50
Q	DI	R	10.00
Radioactive Garbage Scow	DI	U	2.00
Rebel Encounter	DI	U	2.00
Relief Mission	MI	C	1.50
REM Fatigue Hallucinations	DI	U	2.50
Repair Mission	MI	C	.50
Restore Errant Moon	MI	U	2.50
Sarjenka	DI	R	5.00
Sarthong Plunder	MI	R	3.50
Secret Salvage	MI	U	2.00
Seek Life-form	MI	R	4.50
Shaka, When the Walls Fell	DI	U	2.00
Strategic Diversion	MI	U	1.50
Study "Hole in Space"	MI	R	3.50
Study Lonka Pulsar	MI	R	4.00
Study Nebula	MI	R	4.00
Study Plasma Streamer	MI	C	1.00
Study Stellar Collision	MI	C	1.00
Survey Mission	MI	R	5.00
Tarellian Plague Ship	DI	U	2.00
Temporal Causality Loop	DI	R	5.00
Test Mission	MI	C	1.50
Thought Maker	AR	R	15.00
Time Travel Pod	AR	R	6.00
Tox Uthat	AR	R	10.00
Tsiolkovsky Infection	DI	R	5.00
Two-Dimensional Creatures	DI	U	2.50
Varon-T Disruption	AR	R	10.00
Vulcan Stone of Gol	AR	R	15.00
Wind Dancer	DI	R	5.50
Wormhole Negotiations	MI	R	5.00

LEGEND

AR	Artifact	DI	Dilemma	EV	Event	MI	Mission	PE	Personnel
		EQ	Equipment	INT	Interrupt	OUT	Outpost	SH	Ship

INQUEST CHECKLIST

Blood Wars
334 cards

Name	Rarity	Price
Set		$400.00
Starter Deck Dual Pack		$9.95
Booster Pack		$2.50



Name	Rarity	Price
Assassination Plot	R	6.00
Chaos Beast	R	5.50
Lady of Pain	R	30.00
Shield Maidens of Odin	R	5.00
Tiamat	R	6.50

Dixie
200 cards

Name	Rarity	Price
Set		$50.00
Starter		$9.00
Starter Box		$85.00
Booster		None
Rebel Yell	C	1.50
10PDR Parrott	C	1.00
12 PDR Howitzer	C	1.50
Buck Woods	C	1.00
Color-Guard	C	1.00

Doomtrooper
337 cards

Name	Rarity	Price
Set		$290.00
Starter		$8.00
Starter Box		$80.00
Booster		$2.50
Booster Box		$90.00
Alakhi The Cunning	R	8.00
Personal Anti-Personnel Mines	R	7.50
Cardinal Dominic	R	7.50
Crenshaw The Mortificator	R	7.50
Nimrod Autocannon	R	6.50

Galactic Empires
337 cards

Name	Rarity	Price
Set		$180.00
Starter		$7.95
Starter Box		$75.00
Booster		$2.45
Booster Box		$80.00
Scintillating Dragoness	R	4.50
Dragon Hatchling	R	5.50
Dragon Lair	R	4.75
Moon Dragoness	R	5.75
Monster Overstrike	R	4.25
New Empires		
Booster pack		*$1.95*
Booster Box		*$110.00*
Fighter Pilot	*R*	*3.00*
Spitirual Leader	*R*	*3.25*
Ancient Spacefarer	*R*	*2.75*
Stellar Map	*R*	*2.50*
Volatile Cargo	*R*	*3.50*

Jyhad
438 cards

Name	Rarity	Price
Set		$275.00
Starter		$7.00
Starter Box		$70.00
Booster		$1.50
Booster Box		$50.00
Ivory Bow	R	7.00
Political Ally	R	5.00
Milicent Smith	R	5.00
Arcane Library	R	5.00
Anarch Troublemaker	R	5.00



On The Edge
269 cards

Name	Rarity	Price
Set		$150.00
Starter		$7.95
Starter Box		$70.00
Booster		$1.95
Booster Box		$115.00



Name	Rarity	Price
Debora Grierson	R	3.50
Havani Shagasemi	R	3.00
Constance D'Aubainne	R	2.50
Cyril Doros	R	4.00
Asha Ryhar	R	4.00
Cut-Ups Project		
Set		*$80.00*
Boosters		*$1.95*
Booster Box		*$115.00*
Andalusia	*R*	*4.50*
Jacob Brinker	*R*	*5.25*
Cheap Baboon Trick	*R*	*4.50*
Eyeballs Drillbit	*R*	*3.50*
Rain of Walrus	*R*	*3.25*

Spellfire
695 cards

Name	Rarity	Price
Sets		
Basic w/o Photo Cards		$125.00
Ravenloft w/o Photo Cards		$75.00
Dragonlance w/o Photo Cards		$75.00
Forgotten Realms w/o Photo Cards		$100.00
Starter		$8.00
Starter Box		$70.00
2nd Edition Starter		$5.00
2nd Edition Starter Box		$40.00
Expansion Pack		$2.00
Expansion Box		$55.00
Cleric of Mask	R	2.00
Flameblade	R	1.50
Phantasmal Killer	R	3.50
Sword of Wraith	R	2.00
Waterdeep	U	1.50

Star of the Guardians
325 cards

Name	Rarity	Price
Set		$75.00
Starter		$8.95
Starter Box		$85.00
Booster		$2.95
Booster Box		$95.00
Atheism Fate	R	3.00
Cult Following Modifer	R	2.00
Claymore Bombers Squadron	R	3.00
Special System Tisor	R	2.00
Xris and Mag Force 7 Personnel	R	4.00

Ultimate Combat
150 cards

Name	Rarity	Price
Set		$90.00
Starter		$7.95
Starter Box		$75.00
Booster		$2.95
Booster Box		$95.00
Psychic Nova	Goldbelt	3.00
Beijing Blitz	Blackbelt	2.00
Mask of Genghis Kahn	Goldbelt	4.00
Inferno Round Kick	Goldbelt	5.00
Boken	Goldbelt	4.00



Wyvern

Name	Rarity	Price
Premiere Edition (135 cards)		$350.00
Limited Edition (239 cards)		$450.00
Starter		$15.00
Starter Box		$150.00
Booster		$7.50
Booster Box		$500.00
Gold Card	R	100.00
Silver Card	R	50.00
Wyvern	C	1.00
Pick a Treasure	C	1.00
Secret Treasure	C	1.00

Thanks to the following retailers for helping out with this month's price guide!

Broadway Comics
Daniel Torony
P.O. Box 904
Valrico, FL 33594
(813) 661-6445

Chimera Comics & Cards
Robert Moses
347 W. Division St.
P.O. Box 943
Fond Du Lac, WI 54935
(414) 922-8338

Hansen's Hobbies
631 Green Bay Rd.
Wilmette, IL 60091
(708) 853-1994

Lion and Unicorn
Ben Bowman
1615 Montgomery Hwy., Suite 110
Hoover, AL 35209
(205) 823-1118

Mission Games
Grant Kinsley, M.D.
33128 Unit A
1st Ave.
Mission, B.C. Canada V1V 1G4
(604) 820-3224

Wizard World
Rockland Center
51 E. Route 59
Nanuet, NY 10954
(914) 624-2224

Special Thanks to Our On-line Partners in Crime
LCSmith3@vt.edu (*Doomtrooper*)
RichH90522@aol.com (*Spellfire*)
Purphaz@ix.netcom.com (*INWO*)
SuperAmit@aol.com (*Wyvern*)
Sin@csua.berkeley.edu (*Jyhad*)
BParker933 (*Star Trek: TNG*)

Congratulations to Joe and Shannon Boylan of MJM Color Inc. on their recent marriage.


WIZARD®
THE GUIDE TO COMICS • #49
X-MAN™
MADUREIRA
'Nuff Said!
©1995 Wizard Press
Gambit and X-Man ® &™ Marvel Entertainment Group, Inc.
Gambit artwork by Darick Robertson.



The Games Gamers Play

By Rick Swan

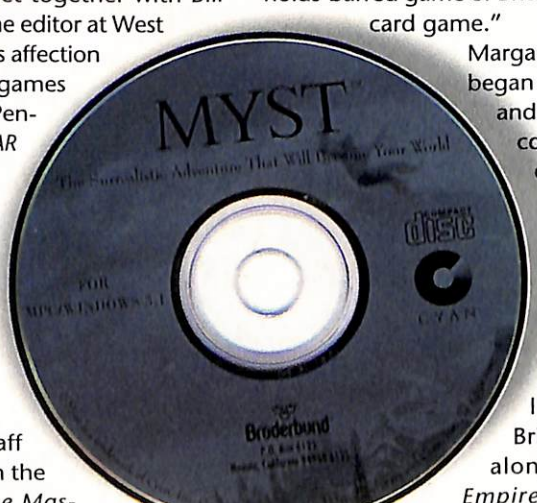


Ever wonder what game professionals play in their spare time? They play games all day at work, so what do they do just for fun?

If you're Steve Jackson, designer of *Illuminati: New World Order*, the answer is, not much. "Mostly what I'm playing these days is whatever the people at the convention feel like playing," he admits. "What convention? Whichever one I'm at. Because when I'm at home or at the office, I don't have much time for games. This is a problem, and I'm going to deal with it."

Decipher President Warren Holland shares similar frustrations. "Spare time? What spare time? Well, the closest I've come to playing anything is *Myst*. As you can probably tell from the design of our *Star Trek: The Next Generation Customizable Card Game*, I'm a very visual person. I think Rand and Robyn Miller and the rest of their team have done a great job with *Myst*, considering the limits of existing CD-ROM technology." Anything else? "Actually, I have been consuming in mass quantities everything *Star Wars* in preparation for our *Star Wars Customizable Card Game* coming in the fall."

Maybe Warren should get together with Bill Smith, the *Star Wars* line editor at West End Games. Despite his affection for auto racing video games ("I'm dying to buy a Pentium just to play *NASCAR Racing*"), Bill remains a loyal *Star Wars* roleplayer. "It's more than a job. It's a way of life." He also has a soft spot for *Castle Falkenstein*, *Planescape*, and *Bloodshadows*.



One of the games gamers love to play is Myst, a CD-ROM game by Rand and

Lester Smith, a staff designer for TSR, relaxes with the *Star Wars* and *Vampire: The Masquerade* roleplaying games, as well as the *Jyhad* card game. "It's refreshing to play someone else's stuff," he says. "And I like to keep up with other companies."

Another avid roleplayer, Erick Wujcik, the publisher of *Amber Diceless Role-Playing*, has maintained a Thursday night campaign for nearly 17 years. "I gamemaster my *Dragonwright* fantasy campaign, with my own weird rules." But his extracurricular gaming isn't confined to roleplaying. "The finest board game in the world, in my not-so-humble opinion, is *Acquire*. As a game designer, I marvel at just how elegant it is to play. Consider that (1) a full game, start to finish, takes under an hour to complete—more like 40 minutes if I get to be a pushy banker—and (2) there are no early winners, since the ultimate outcome isn't known until the final counting up."

Kevin Siembieda, president of Palladium Books and the author of the *Rifts* and *Robotech* games, agrees. "*Acquire* is my favorite board game of all time. In fact, we used to have an *Acquire* night once a week." Kevin also enjoys basketball and other athletic pursuits, "probably because I sit on my bottom for eight to 16 hours every day, so it's nice to run around for a change."

Don Perrin, co-designer of the *Star of the Guardians* card game, is also a board game aficionado, with a fondness for multiplayer military simulations like *Shogun*. "Recently, with the advent of the collectible trading card game, my gaming has taken a somewhat different form," he says. "If there's only a half-hour to play, I'll play a quick game of *Magic: The Gathering*." Once a week, he and Margaret Weis, his significant other and fellow *Star of the Guardians* mastermind, engage in a no-holds-barred game of Bridge, "the non-collectible card game."

Margaret's addiction to Bridge began in college. "My friends and I played in the student commons for hours each day," she recalls, "pausing only to go to class—most of the time. I remember one member of our group who skipped a final because he had such a great hand; he couldn't leave." She now plays Bridge on the computer, along with a game called *Empire*, which has seen her through some trying moments.

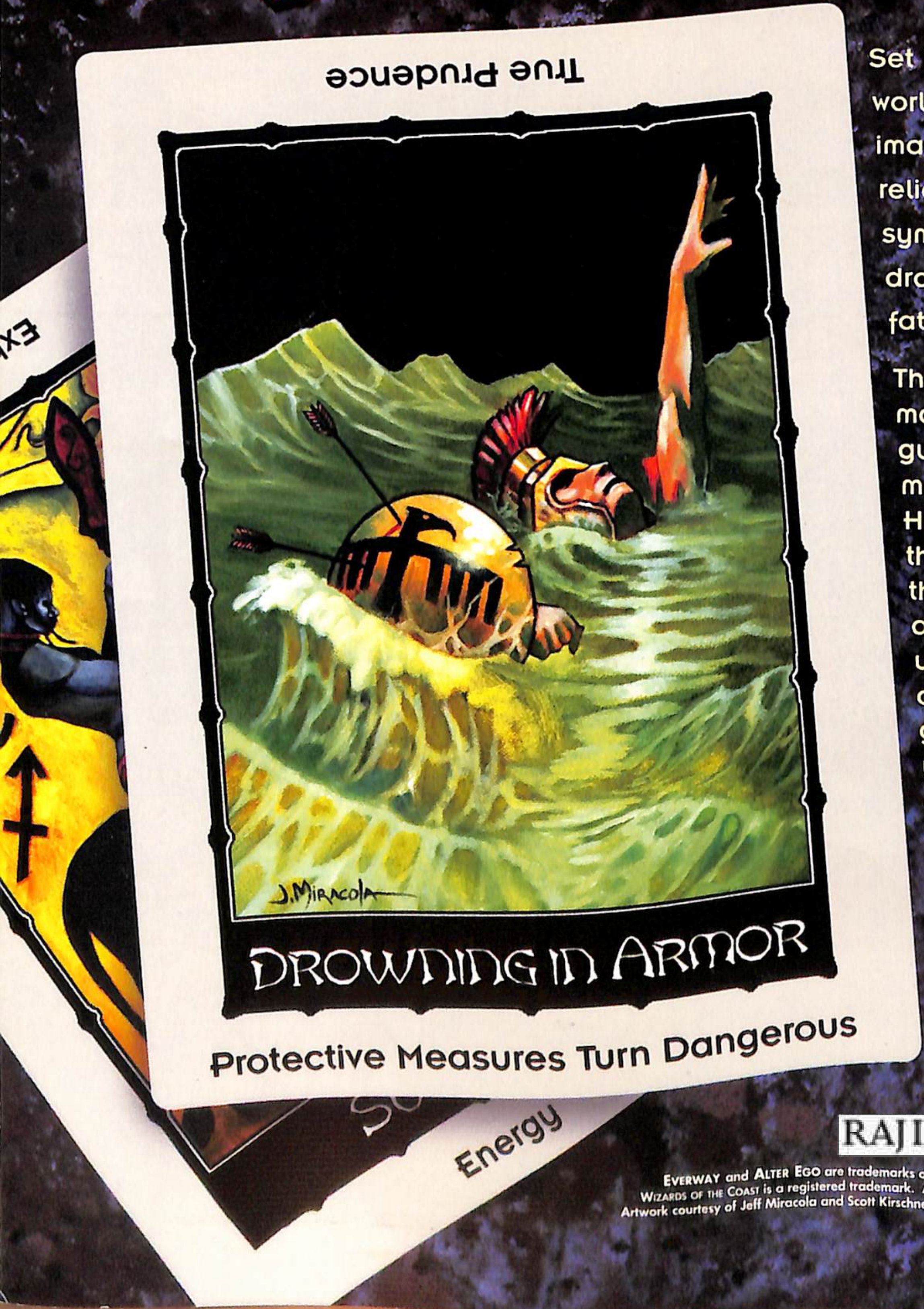
"When I was in chemotherapy treatment for breast cancer last year, Don and I took my Powerbook portable Mac computer and played *Empire* while I was hooked up to the machine. The game took my mind off the fact that they were pumping poison into my veins. The nurses really enjoyed watching the graphics on the screen. They tried to convince him to let me win.

"He never did!"

Former newspaper publisher, rock musician, and medical student Rick Swan has designed and edited nearly 50 game products.

In 1993, Wizards of the Coast revolutionized card games with MAGIC The Gathering™
This summer, WotC's Alter Ego™ Design Group will redefine roleplaying with

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